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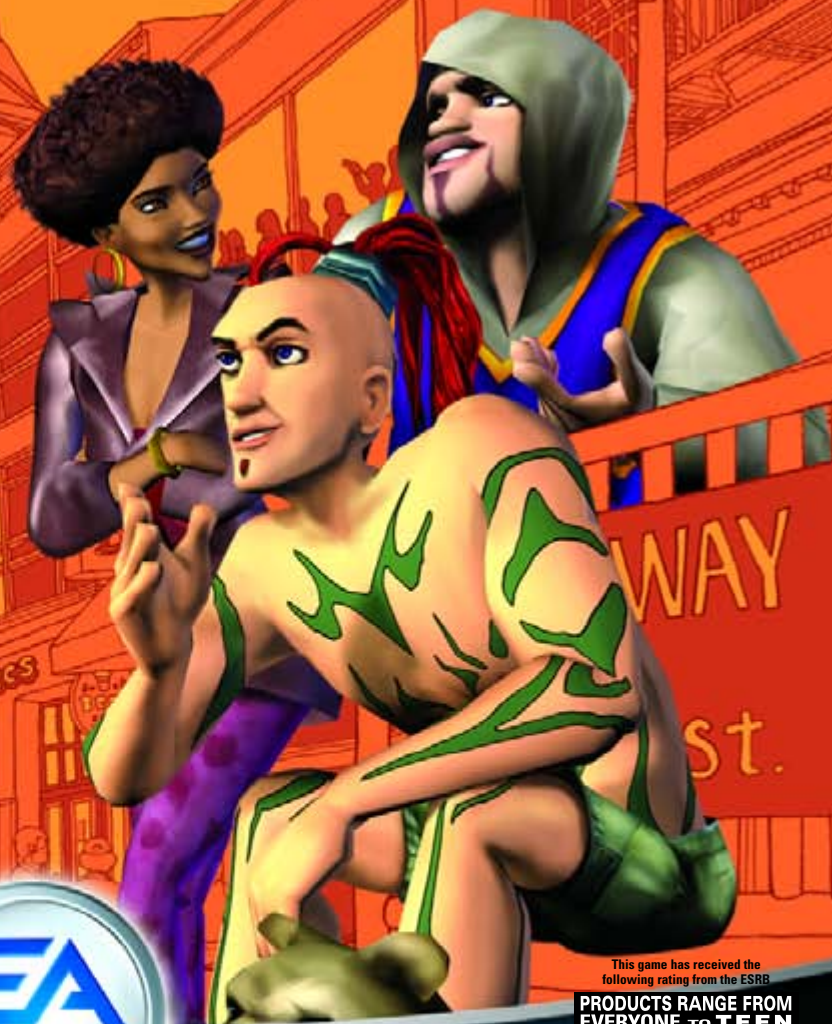
PLAYSTATION[®] 2

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The Urbz[™]

SIMS IN THE CITY[™]



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The Urbz™

SIMS IN THE CITY™



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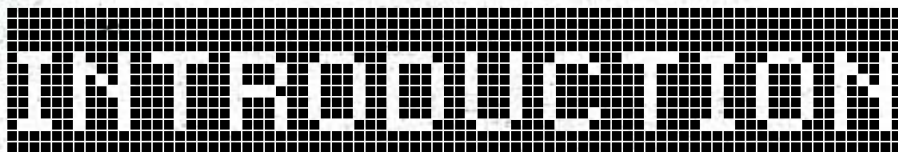
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The Urbz™: Sims in the City™ isn't a game you win or lose or even play in a certain way. It's a game of rewards and tasks, any of which you're free to ignore (though there is often a price for doing that). There is, of course, a definite structure to the game, and it must be roughly followed. Grasping this structure at the outset goes a long way toward speeding your Urb up the social ladder.

How elegantly and skillfully you perform these tasks and expand your Urb's influence in the world is an entirely individual matter, but one that a bit of inside information can make a lot more fun and rewarding. That's what we're here for.

This guide reveals the structure and techniques required to squeeze the most out of *The Urbz™: Sims in the City™*. It, too, has a structure, and understanding it helps you find what you need quickly.

Part 1: PlayStation® 2, Xbox®, and GameCube™



- **Game Structure:** This section provides an overview of how all the game's elements interlock and unlock. Use it as a starting point for anything you want to know.
- **The XAM:** Learn how to use your Urb's best friend, your handy XAM.
- **Clothing:** What you wear is, to a large extent, who you are in *The Urbz™: Sims in the City™*. Learn how clothing helps your Urb perform socially and what else it can do for you.
- **Reputation & Social Interaction:** This section describes the elaborate Reputation system that unlocks most of the game's rewards, and helps you know what to expect and when to expect it. It also covers the myriad social interactions that are your Urb's tools and discusses other factors that impact your Urb's social life.
- **Objects:** All game objects, their cost, where to get them, and what they can do for your Urb are covered in depth and in tables (for quick reference).
- **Mood & Needs:** What are your Urb's needs and how do you keep them satisfied (thus keeping your Urb's mood positive)? This section explains it all.
- **Skills, Jobs & Moneymaking:** Get the lowdown on what your Urb needs to learn and do to finance the life of the social royalty.
- **Subculture & Districts:** You can begin in any district. This section provides every detail you could possibly need for all nine districts and subcultures. Much of this information is cross-referenced with more extensive information in the "Social Interaction" and "Urbz" sections.
- **Urbz:** Profiles of every other Urb in the city, including those in the service sector. Find out what rewards each Urb holds, the roles they play in secret missions, and where to find them in the city.
- **Multiple Urbz & Two-Player Mode:** Learn how to play the game with another human player, with multiple Urbz of your creation, and more.
- **Special Features:** Discover the exclusive extras for each of the three game platforms.

Part 2: Game Boy Advance & Nintendo DS™

- **Game Basics:** This section explains how the game is structured and the intricacies of all its major systems.
- **Urbz:** Learn about all the Urbz in Miniopolis and how to hit it off with them.
- **Needs:** Find out how to keep your Urb happy and functional.
- **Relationships & Reputation:** Navigate the hazardous waters of Rep groups and social interactions.
- **Money & Skills:** Learn how to earn your keep by honing skill, working at jobs, and picking up cash in other ways.
- **Objects:** Discover all the objects, how they work in general, and how they can make your Urb's life easier.
- **Mission Walkthroughs:** Complete walkthroughs of all five missions.
- **Cheats & Secrets:** What does the game hide? Find out here.
- **DS Exclusives:** Take a look at what DS players get that nobody else does.



Console Version Quick tips

1. Wearing clothing that matches the district you are in is a big help. Urbz react to certain pieces of clothing more than others, specifically shirts, pants, shoes, hair/hats, and glasses.
2. Some social moves work better at the start of a relationship and some work better when you know the other Urb better. Use Ice Breakers when you first meet Urbz. Use Friendly or Romantic moves when you want to boost your relationships higher and faster.
3. Urbz give you clues if you network with them. Try Talk or Gossip interactions to see what is up in the city.
4. Lonely in your new apartment? Open your XAM and call your friend. A party is just a phone call away.
5. If you don't have a good apartment, invited Urbz will leave. Buy lots of plants and art to make it feel good. Buy a stereo and fridge so people can dance and eat. Toilets always make a big "splash" after a party, too.
6. Jobs provide steady income, but why not take a chance on some easy money? Try your luck in the casino at South Side Bridge or win money beating other Urbz at arm wrestling, in the fight cage, or at the robot battle or drag race. Best mood wins!
7. If you are in a good mood when you hit the performance stage at Cozmo Street, you can earn some good tips.
8. Are your needs unmet and your mood low? Check your inventory for objects you can use right at the start of the game, like a shower, a toilet, and a couch. Buy better stuff in stores at cash registers to master the mood game. More expensive objects satisfy your mood better.
9. Use the Dumpster to Dumpster dive for power socials. You might find something useful or just get really dirty.
10. When you get to a new district, always buy clothes to match the Urbz that live there. It is easier to gain high Rep that way!
11. Don't socialize when you are in a bad mood. Urbz can pick up on your bad vibes and it's harder to socialize with them.
12. When you first meet an Urb, check your XAM's relationship panel and read about them. You can learn if they teach you special social moves or have secret missions for you.
13. Before you start a job, get in a really good mood. It is easier to get promoted and win jobs if you are in a good mood.
14. If you find you can't fill up some needs in a district, go shopping! Each district has some special objects for sale that are better than what is on the lots to start with.
15. Don't pee in public or sleep on the street. The cops will fine you.
16. Always try to get enough Rep so you can get access to the VIP rooms. VIP rooms have the best objects in the game.

PRIMA

THE URBZ™ SIMS IN THE CITY™ CONSOLE VERSIONS

GAME STRUCTURE

The Urbz™: Sims in the City™ is a deep and elaborate game but is structured so you may enter at any point to launch your Urb's journey.

Understanding this structure, which is not visible anywhere in the game itself, is critical to playing effectively and efficiently.

This section explains how the game unfolds and the nature of its goals and objectives. Want to know what effect your actions will have or how to achieve a specific goal? This general discussion helps you in any situation. Later sections provide answers in excruciating detail.



The subway map shows the physical locations of all nine subcultures.

THE SUBCULTURE WHEEL

What Are Subcultures?

A subculture is a group of Urbz with several things in common, like district, personality, clothing style, music, and preferred social interactions. To learn more about the nine subcultures, see "Subcultures and Districts."

The Subculture Wheel represents the interrelations of every subculture in the city.

The city is populated by nine subcultures, each identified by its home district. Each subculture considers two other subculture — the ones on either side of it on the wheel — to be friends. These affinities are shown with green arrows around the outside of the wheel.

Conversely, each subculture considers two other subcultures to be enemies. Antagonists are three slots apart on the wheel in either direction and are shown by red arrows running in triangles across the inside of the wheel. Notably, both of a subculture's enemies are also each other's enemies.



THE CITY

Don't confuse the Subculture Wheel with the in-game transit map. The geographical location of each subculture has nothing to do with its position on the wheel. When this guide refers to the "next subculture" or the "next plus one" subculture, it's referring to the wheel, not the in-game map.



A common mode of dress is the most obvious link between members of a subculture.

To illustrate: the members of the Foundry like the members of Kicktail Park and Neon East. They dislike Urbz from Gasoline Row and Diamond Heights (who also hate each other).

PART 1: THE URBZ™: SIMS IN THE CITY™, CONSOLE VERSIONS



The first district to be unlocked depends on where you choose to begin the game. Districts unlock in order from that point.

In addition to illustrating the interrelations between subcultures, the wheel also guides the progress of the game's myriad of unlockable rewards. For example, you begin in a subculture of your choosing. As your Urb gains reputation, the VIP room in the current district is unlocked. Later, the next district on the wheel unlocks. Which district this is, however, depends on where you began. Likewise, social interactions unlocked in each district largely belong to that district and the next three districts clockwise around the wheel.



The highest-powered subculture socials are earned by working jobs at Levels 2 and 3. You usually won't get your starting district's Mean and Romantic interactions until you've worked in all nine districts.

Thus, to collect all unlockable social interactions, you must visit, work at all three job levels, and socialize in each of the nine districts. The only way to do this is to achieve a Rep score of 300, which gets your Urb access to all nine districts. Social interactions unlocked by job achievements and socializing must be individually unlocked, but this is only possible once the entire city is fully accessible.

When determining what socials to do and to which subcultures various unlockables relate to, either consult the wheel or look to the explicit explanations in later sections of this guide.

UNLOCKABLES

Much of the gameplay involves unlocking various rewards. These rewards come in several shapes and sizes.

SUBCULTURE SOCIALS



You see this symbol whenever you unlock a social interaction.

Each subculture has a slate of five social interactions that its members love best. In more mechanical terms, socials specifically identified with a subculture have a higher probability of acceptance and a larger relationship score payoff.



Kicktail Park denizens love the Skater Trick interaction, and those from Neon East and Central Station enjoy it. It's risky on anyone else, though.



Likewise, a social interaction favored by one subculture is appreciated (though not as much) by its friendly subcultures (the ones on either side on the wheel). It's disliked by all others.

Each subculture has its own:

Greet:	Unlocked by playing the Level 1 job in the <i>previous</i> district.
Romantic:	Unlocked by playing the Level 2 job in <i>previous</i> +1 district.
Unfriendly:	Unlocked by playing the Level 3 job in the <i>previous</i> +2 district.
Friendly:	Unlocked by befriending a specific Urb of the subculture.
Unique:	Unlocked by befriending a specific Urb of the subculture (can fall into any of the other categories).

For example, for Central Station Urbz:

Greet:	Unlocked by playing the Level 1 job in Gasoline Row.
Romantic:	Unlocked by playing the Level 2 job in Skyline Beach.
Unfriendly:	Unlocked by playing the Level 3 job in South Side Bridge.
Friendly:	Unlocked by befriending a specific Urb in Central Station.
Unique:	Unlocked by befriending a specific Urb in Central Station.

DISTRICTS & VIP ROOMS



The destination menu on the district exit shows only unlocked locations.

Districts and their VIP rooms are inaccessible until your Urb accumulates enough Rep to be allowed in. Both destinations unlock in order around the Subculture Wheel, going clockwise from your Urb's starting subculture:



This icon appears when you've unlocked a new district.



This one signifies a new VIP room.

DISTRICT AND VIP ROOM UNLOCKS

District	Rep Number to Unlock	Rep Number to Unlock VIP Room
Starting District	–	10
District +1	20	35
District +2	40	55
District +3	65	90
District +4	100	125
District +5	140	170
District +6	185	220
District +7	240	280
District +8	300	340



The VIP rooms contain extremely powerful motive-fulfilling objects and play host to Darius's roaming late-night parties.

THE 411

Unlocking VIP rooms is particularly important because of what it gives you access to. Getting permission to walk by the burly doorman earns you a new ringtone for your XAM, and the ability to acquire Power Social objects from Darius at the district's midnight parties (held each night).

SKILL OBJECTS & UPGRADE



This icon appears when you earn a skill object or upgrade.

Objects for developing each of the game's three skills (Physical, Artistic, and Mental) are unlocked by reaching certain Rep thresholds. Once the skill objects are unlocked, even higher Rep scores win upgrades for each object (allowing attainment of higher skill levels).



Skill objects can be placed in a district or in your Urb's home. You can even carry them in your inventory and place them when needed.

PART 1: THE URBZ™: SIMS IN THE CITY™, CONSOLE VERSIONS

SKILL OBJECT UNLOCKS

Mental Basic	25
Physical Basic	45
Artistic Basic	70
Mental Upgrade 1	75
Physical Upgrade 1	110
Artistic Upgrade 1	150
Mental Upgrade 2	200
Physical Upgrade 2	225
Artistic Upgrade 2	320

REWARD APARTMENTS



As an Urb, your home is your castle.

The city features three apartments for your Urb to call home. It's here that you receive visitors and put objects that you've purchased to satisfy needs and build skills.



This icon represents a newly unlocked apartment.

Winning the third of these, Darius's penthouse, also gains you an invaluable built-in object that literally prints simoleons.

The first two apartments are unlocked by achieving Rep score thresholds. The first apartment is acquired at Rep 2 (automatically earned at the start of the game) and the second at Rep 80.

Darius's penthouse is unlocked not by Rep score, but by collecting all nine pieces (one per district) of Darius's secret machine. It is earned by doing Power Socials on the district's villain (see below).

Each apartment can hold more objects than its predecessor and each unlocks a different pet.

SECRET MISSIONS

Most (though not all) districts feature an Urb who assigns a secret mission to be completed in other districts.



Find the right Urb and develop a friendship-level relationship and he gives you a little task.

Most districts also contain one or two Urbz who are the targets of quests from other districts.



In some cases, the targets of a quest aren't other Urbz, but objects in a district.

QUESTS

Central Station ("Stink Bomb")	Genghis Lincoln	Sara Tonin (Neon East), Polo (Cozmo Street), Diva Roma (Diamond Heights)
Cozmo Street ("Love Triangle")	Taboo	Barbette Couture (Diamond Heights) or Cash Monet (Diamond Heights)
Diamond Heights ("Paparazzi Panic")	Cash Monet	S.A. Loco (Skyline Beach), Sharky Splitz (Gasoline Row), Babs Margarita (South Side Bridge)
Foundry ("Style and Substance")	Roxanna Hardplace	String Bean (Kicktail Park), Loop D Loop (Neon East)
Gasoline Row	None	-
Kicktail Park ("Tag Line")	Rolanda Skye	Graffiti Walls in Central Station, Skyline Beach, Kicktail Park
Neon East	None	-
Skyline Beach	Toots Sweet	Neo Flange (Foundry), Fergie (Cozmo Street), Ally Stile (Kicktail Park)
South Side Bridge	Luke Laruffle	Kidd Chaos (Central Station), Jet Rockit (Gasoline Row), Professor Chewy (Neon East)

XAM UNLOCKS

Unlocking things in the game also frees new options for your XAM's appearance and alert sounds. Both can be found in the XAM under "Customize."



Alternative XAM skins become available as you complete assigned quests.

- XAM Skins: Completing a quest unlocks a XAM skin tied to the district that assigned it.
- XAM Ringtones: Whenever a VIP room is unlocked (see above), a ringtone tied to the VIP room's district is also unlocked.

PETS



Pets provide a nice source of fun around the house.

The three apartments feature a special goal that unlocks each of the three pets. In each case, the apartment must be equipped with objects with a fixed value in simoleons.



These icons mark the goals for earning a pet with each apartment.

98th Avenue,
Third Floor:

Blankwood Towers:

Darius's Penthouse:

\$750 worth of objects unlocks the bulldog.

\$3,000 worth of objects unlocks the cat.

\$5,000 worth of objects unlocks the monkey.

REPUTATION OBJECT AND EYETOY™ UNLOCKS

Reputation Objects are decorative objects that display a picture of either Darius or, as they gain Rep, your Urb. These can be, for example, posters, billboards, or even blimps.

Whenever your Urb enters a District, every Reputation Object that's been unlocked will display either the Urb's image in his most recent "style" or, if you happen to use a PlayStation 2 and an EyeToy™ USB camera, any image you take, design, and designate.

The PlayStation 2 version of the game allows this extra level of customization, putting your face (or whatever you choose to shoot with your EyeToy™) into the game. Take a snapshot, customize it with the built-in controls, and this image will instead appear around the city as your Urb's Rep swells.



This icon appears when your Urb (or your EyeToy™ picture) appears in a new kind of Reputation Object.

The image first appears on the smaller signs, and progresses gradually with each unlock to gigantic billboards and beyond. It also pops up as a T-shirt decal on other Urbz' chests or for purchase in all District stores.



The Reputation decal for t-shirts is initially Darius but eventually switches to your Urb. It's important to realize that wearing a shirt with this decal is neutral as to your shirt's subculture identification; you won't get the large boost in social interaction acceptance that a subculture-specific decal would give.

REPUTATION OBJECT/EYETOY™ UNLOCKS

Tier	Unlocked at Rep Score	Objects
Tier 1	30	Opticcluster Wall Poster (Skyline Beach, Kicktail Park, Neon East)
Tier 2	85	Subway kiosk (Central Station), Opticcluster Promotional Sign (Gasoline Row, Cozmo Street), BIDNESS Sign (Kicktail Park), Celebrity Photo Collection (Cozmo Street)
Tier 3	160	Neon East Kiosk, Graffiti Wall (everywhere), Large Poster Ad (Diamond Heights, South Side Bridge), Video Veil Installation (Foundry)
Tier 4	270	Opticcluster TriPortrait Frame (Foundry, South Side Bridge), Sponsor Billboard 1 (Kicktail Park)
Tier 5	370	Sponsor Billboard 2 (Neon East), Jumbotron (Kicktail Park), Regular Billboard (Skyline Beach, Cozmo Street), Bus Stop Poster (Kicktail Park), Blimp (Diamond Heights)

VIP ROOM PARTIES

Once your Urb achieves Rep 10, VIP rooms in the city host parties from midnight to 3 a.m. In attendance is the city's most powerful figure: Darius.



Make sure you can get into the VIP room before the party starts so you never miss a chance to touch base with

These shindigs occur shortly after midnight and draw every Urb on the lot to the VIP room. Will your Urb be one of them? To make the scene, your Urb must have enough Rep to unlock the VIP room, be dressed in the district's style (only if it's her first visit to the room), and be in a good mood.

After Darius arrives, enter the VIP room. He promptly presents your Urb with one of the district's signature Power Social objects. You may receive only one district Power Social object from Darius each day.

There are two other sources for Power Social objects:

- When a secret mission involves doing a Power Social, the Urb assigning the mission gives you enough objects to complete the mission.
- Dumpster diving can occasionally yield a Power Social object, but your Urb's Hygiene suffers for it.



Defeating each district's villain is a matter of successfully using the district's Power Social.



Many, but not all, of these objects can be purchased from stores and added to your Urb's apartments.

To complete the villain goal in each district, you must make it to the VIP room at least once to get the district's Power Social.



Before the party, your Urb receives three XAM messages from Darius reminding you of what is required to get into the VIP room.

DARIUS'S SECRET MACHINE

Defeat the villain in all nine districts and you unlock the swankiest apartment in the city: Darius's penthouse.



The parts of Darius's secret machine don't appear in your inventory but rather as satisfied goals in each of the nine districts.

A villain appears in every district around 1 p.m. every day once your Urb achieves (and maintains) Rep 25. They move around the lot and shake down any Urb they encounter (including you).

To stop the muggings and earn the piece of Darius's secret machine, perform the district's Power Social on the villain. The villain vows never to return and the secret machine goal is checked off in the Goals screen.



The power of your Power Social isn't important for banishing the villain.

GOAL TYPES

Each district or apartment features goals (about 12 each for the districts and one for apartments). Several kinds of goals appear in each district's Goals screen (via the XAM):



The villain tears through the district, extracting money from anyone he meets.

Darius's secret machine is a unique object in his penthouse that prints simoleons. With a sufficiently high Mood score (-30 or higher), your Urb can use the machine to crank out simoleons (in \$500 increments) for as long as you interact with it.



The secret machine is actually a very handy counterfeiting machine that provides a bottomless supply of simoleons.

The machine functions like a skill object, accelerating with fast and constant button-mashing. The faster you press the button, the faster money will be produced.

With this tool in your home, your Urb doesn't need to work jobs to earn cash, but still may need to do jobs to unlock socials.



District: Unlock the next district on the Subculture Wheel. Because district unlocks are tied to Rep score rather than district, you can complete these goals before setting foot in the district.



VIP Room: Unlock the district's VIP room. Because district unlocks are tied to Rep score rather than district, you can complete these goals before setting foot in the district.



Job: Successfully complete a shift on the district's job at each of the three levels.

Secret Mission Targets (see below): Any secret mission task that can be performed in the district appears on the Goals screen along with an icon representing the mission.



Darius's Secret Machine Goals: Checked off as each district's villain is banished.



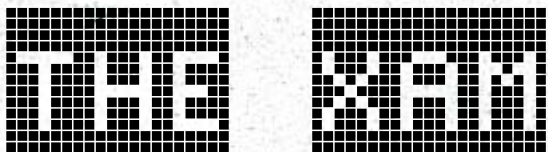
Social Interactions: Unlock the specified social interaction by either befriendling a specific Urb or successfully working the jobs at each of three levels. The job-related unlocks are actually unlocked in jobs from other districts.



Pet: Pet goals require you to furnish an apartment with objects having a fixed value in simoleons.

SECRET MISSION GOAL ICONS

Mission	District Assigned	Goal Icon	Mission	District Assigned	Goal Icon
Paparazzi Panic	Diamond Heights		Tag Line	Kicktail Park	
Style and Substance	Foundry		Anger Management	Skyline Beach	
Stink Bomb	Central Station		Mug People	South Side Bridge	
Love Triangle	Cozmo Street				



Every Urb who wants to get anywhere in this town totes around a handy personal data assistant known as the XAM. This device is part phone, part organizer, part pager, part to-do list, part little black book, and part corporeal entity transference and storage (okay, it's an inventory system, but we can pretend).

This section examines the XAM, how to use it, and what you can do to make it your own.

THE PARTS OF THE XAM



The XAM has six distinct functions.

The XAM is divided into six areas:

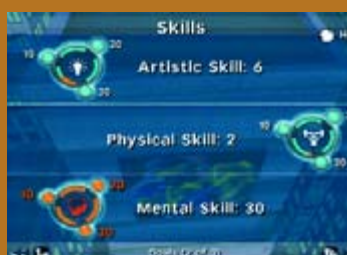
GOALS
RELATIONSHIPS
INVENTORY
MESSAGING
PHONE
CUSTOMIZE

The main page shows the subway map of the city with all districts and apartments. Padlocks adorn any locked destinations.



District/apartment Goal pages display all goals affecting the selected location. When the goals are accomplished, they're checked off.

Selecting a destination shows a page (or three) of all the location's goals. When a goal is completed, it is checked off the list.



Skill levels are shown on the second Goals page.

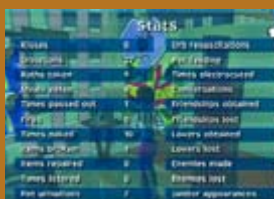
GOALS

The Goals tool shows the goals for each of the nine districts and the three apartments, your Urb's current Rep level and moniker, your levels in all three skills, and a variety of statistics.



Select which district/apartment goals to view in the main Goals screen. Note that locked districts have a closed-padlock icon (though you may still view their goals).

The second page of the tool displays your current level in Artistic, Physical, and Mental skills.



How many times has your Urb taken a pause that refreshes? Find out here.

The third page shows a variety of dubiously useful but certainly interesting stats on what your Urb has done to date.

RELATIONSHIPS

The Relationships tool displays every Urb your Urb has ever met along with the pertinent relationship score and an icon showing any kind of special relationship (friend, love, enemy, and so forth) alongside each Urb's name and picture. Each entry can be expanded to show some additional vital information.



The relationships module shows where your Urb stands with everyone you've met.

How this list is sorted depends on where your Urb is. If you're in a district:

1. Members of the subculture and any player (in two-player mode) whether present or not, sorted from highest to lowest by relationship.
2. Members of other subcultures present on the lot, sorted from highest to lowest by relationship.
3. Urbz not present on the lot, sorted from highest to lowest by relationship.

If your Urb is in your apartment:

1. All player Urbz (in two-player games)
2. All visiting Urbz, sorted from highest to lowest by relationship.
3. All Urbz not on the lot, sorted from highest to lowest by relationship.

INVENTORY

Any object, regardless of size, can be carried in your Urb's inventory. Anything stored on it is carried with your Urb wherever you go (whereas objects placed in your apartment stay there until moved).



Several versions of the same object (for example, a set of four dining chairs) consume only one slot in the general inventory. As one is placed, others continue to occupy the slot.



The inventory module is where you carry objects from place to place and put them where you want them to go.

Inventory is divided into three sections of 12 slots each:

General:

Contains all household and objects that can be placed within your Urb's home.

Power Social : Objects

These objects are consumable items required to perform each Power Social. They can't be placed, nor can they be traded in two-player games.

Building Materials:

Walls, wall and floor coverings, and other architectural elements.

Objects can be moved into or out of the Inventory and placed in any location with enough object capacity (see "Fire Code," Section 5). To move an object that's already placed, open the Inventory tool and grab the object as you would to return it to Inventory, but instead move it to its new location.



Unlike in previous *The Sims*™ games, you can only buy objects by traveling to a district and finding its object shop. Anything purchased at these stores is placed in your Inventory.

You may also sell items from your XAM's Inventory tool through any district's cash register store, though at a substantial loss (-25 percent) from the purchase price.



If you didn't place it in a district, you can't snatch and sell it.

Not all objects can be placed in your XAM inventory. Objects in districts are public property and can be moved, rotated, or deleted but never put in your XAM. VIP room objects can't be changed in any way.



When you form a crew of multiple Urbz, inventory is shared among them all.

MESSAGING

Much communication (especially from Darius) is done via text messaging. When a new message arrives, you hear a ringtone (changeable in the Customize tool, below) and see a "new message" icon on your screen.



When the XAM rings, check your messages for any new arrivals.

Messages are sorted from oldest to newest; only the most recent 20 are preserved.

PHONE

The phone serves several important functions (most, but not all, social). The available options, however, depend on where your Urb is.



Once the call is selected, exit from the XAM and your Urb actually places the call.

When in a district, your Urb may call:

Police:	Force a police officer to come to the location. Once there, he wanders as usual and intervenes in crimes if they occur near him. The cop can't be directed to do anything in particular.
Fire Department:	If a fire breaks out, you may summon the fire department via your Urb's pocket phone.
Order Food:	"Take China" can be ordered any time of day and delivered wherever your Urb happens to be.
Call Urb...:	Telephone any Urb (not already on the lot) listed in your XAM to invite that Urb to meet at the current location. Whether the called Urb comes depends on relationship score (see Section 4) and how many Urb are already on your current lot.

If your Urb is at any apartment, the phone serves the same functions plus:

Hire Janitor:	For \$10 an hour, a janitor comes and cleans the apartment from which he's called. This service is one time only; you must call the janitor whenever he's needed.
Start Party:	Invite six random Urbz to your current apartment. Better have lots of things to entertain and satisfy their Hunger, Energy, and Bladder needs if you want the party to be a success. The party ends in six hours or earlier if two Urbz leave because their needs aren't being satisfied.

CUSTOMIZE

The XAM can be customized in three ways:

Ringtones:	Unlock new ringtones by gaining access to each District's VIP room.
Skins:	Unlock alternative appearances for your XAM each time you complete a secret mission.
EyeToy™:	Players of the PlayStation 2 version of the game can use an EyeToy™ to add their own images (or any of their choosing) to the XAM's interface.

CLOTHING

Clothing is your ticket to acceptance in the nine districts of *The Urbz™: Sims in the City™*. Sure, you can socialize with reasonable success and go *almost* anywhere in the district with just any threads on your bod, but it's a slow and frustrating process and the VIP rooms are off limits. Urbz just don't open up themselves or their district's inner sanctums unless you make an attempt to "look the look."

To help you out, this section explains the ins and outs of clothing and how clothes make the Urb.

WHAT DOES CLOTHING DO?

The clothes your Urb wears affects two things:

- **Social Interaction Acceptance:** The chances of the success of any interaction increases by up to 20 percent if your Urb is wearing clothes from the same subculture as the Urb you're talking to.
- Regardless of Rep score, your Urb must be appropriately dressed on their *initial visit* to be waved into a district's VIP room.

STARTING CLOTHES



Make a beeline for the clothing store and get out of those boring duds before anyone sees you!

At the beginning of the game, you may be surprised at how few clothing choices there are. Worry not: You haven't hit the streets yet. These are your Urb's basic clothes by default, but they're quite inadequate when it comes to fitting into your new subculture.

CLOTHING SOURCES

In each district, you find a clothing store and an armoire, both marked by a hovering purple shirt-shaped sign.

CLOTHING STORE



The clothing store is marked with this floating purple neon sign.

Your first destination in a new district should be the district's clothing store.

In the store, your Urb may try on and purchase clothing, including items actually worn by the five Urbz who define the subculture.



You often can change the color of clothing. To make your Urb really stand out, mix and match clothing worn by other Urbz and change up the colors.



Inside the store, you can tune your Urb's look with a wide selection of clothing that'll make the scene in each district.

Items can be purchased for:

Head:	Hat or hair (only one will show), glasses, make-up (including facial hair)
Body:	Shirt, customized shirt (a shirt emblazoned with a district-specific decal), pants, and shoes
Body Extras:	Jewelry, belts, tattoos, or piercings



Custom shirts can be either a generic shirt or something worn by one of the district's Urbz. The decal can be district-specific or an image of the most powerful Urb in town. At the outset of the game, that Urb is Darius. Once your Urb's Rep grows to 270, the decal is replaced with an image of your Urb. Note that this decal is subculture-neutral meaning it *does not* provide any increase in social interaction acceptance.

ARMOIRE



Armoires are also marked with the purple clothing sign. Interact with them as you would any object and your Urb is transported inside to change into any items already bought.

Found in the district squatter apartment, the armoire contains all district-specific clothing items you've purchased. This provides an easy way to quickly switch back to your "costume" when you return to a district in the duds of another.

THE 411

Like the clothing store, the armoire is highlighted by a floating clothing sign.

Any armoire located in your Urb's apartment contains all purchased clothing items from every district you've visited.

THE 411

Once you've amassed a collection of clothes from several different districts, it can be difficult to remember which pieces come from which subculture. Instead of going to the armoire, go to the district's store to change into an already purchased outfit; any clothes from this district you already have will show a price of \$0. This method isolates the stuff that's specific to this district and still allows your Urb to change at no cost.

Clothing & Social Interactions



Urbz dressed in the same style of clothes are more likely to accept social interactions.

Every social interaction has a variable chance of being accepted, based on several factors. This probability is raised by up to 20 percent if your Urb and the target of the interaction are both dressed in clothes of the same subculture. Likewise, the probability is lowered (by up to 20 percent as well) if your Urb is in a different subculture's style.

Obviously, this can dramatically increase the success and speed of socializing. Consult the table below for the precise adjustments made between subcultures.



CLOTHING REACTIONS BY RECIPIENT SUBCULTURE

Your Urb's Clothing Subculture	Neon East	Central Station	Foundry	Diamond Heights	Cozmo Street	Kicktail Park	South Side Bridge	Gasoline Row	Skyline Beach
Central Station	20	20	0	-5	-5	15	-20	15	0
Cozmo Street	15	-5	0	15	20	-20	0	-5	-20
Diamond Heights	0	-5	-20	20	15	-5	15	-20	0
Foundry	15	0	20	-20	0	15	-5	-20	-5
Gasoline Row	-5	15	-20	-20	-5	0	0	20	15
Kicktail Park	0	15	15	-5	-20	20	-5	0	-20
Neon East	20	-20	15	0	15	0	-20	-5	-5
Skyline Beach	-5	0	-5	0	-20	-20	15	15	20
South Side Bridge	-20	-20	-5	15	0	-5	20	0	15

THE 411

Generally, you can figure out these effects on your own by looking at the Subculture Wheel. Interactions between Urbz dressed for the same subculture can add up to 20 percent. Subcultures on either side (friendly subcultures) get 15 percent. The two hated subcultures produce a -20 percent. The two subcultures between the friendly and hated subcultures yield a 0 percent increase. Finally, the two on the opposite side of the wheel (between the two hated subcultures) yield -5%.

To get the full impact of these effects, the Urb must sport clothing for the entire body. Each sector of the body has a fixed contribution of the entire clothing boost:

Upper Body:	40%
Lower Body:	10%
Shoes:	20%
Hat or Hair:	20%
Glasses:	10%



Piercings and other adornments aren't necessary for social acceptance but might make your Urb feel even cooler.

Thus, if your Urb is dressed in clothes from the Foundry and is interacting with a Foundry Urb, whether you get the full boost to probability depends on each body area:

Upper Body:	$40\% \times 20 = 8\%$
Lower Body:	$10\% \times 20 = 2\%$
Shoes:	$20\% \times 20 = 4\%$
Hat/Hair:	$20\% \times 20 = 4\%$
Glasses:	$10\% \times 20 = 2\%$

Total: 20%

If your Urb didn't have, for example, the correct subculture shoes, the total boost would only be 16 percent.

THE 411

Piercings, tattoos, belts, and jewelry have no impact on social interaction probabilities; they're just decorative.

THE 411

If an interaction is Mean, the clothing bonus is inverted. Thus, a Mean interaction between two similarly dressed Urbz would produce a *reduction* in the probability of acceptance rather than an increase. Dressing for a subculture increases both the likelihood that good interactions are accepted and that negative ones are rejected.

DRESSING FOR THE VIP ROOM

VIP rooms in each district are unlocked by achieving certain Rep scores, but access the first time your Urb visits also depends on what your Urb wears.

Once the room is unlocked via Rep, you must still get past the bouncer. The first time your Urb enters a VIP room, you must be wearing upper-body clothes (shirt or jacket) of the district's subculture or you're turned away. After the first pass, the bouncer knows your Urb and doesn't care what you're wearing.

SPECIAL CLOSET

A special dresser is available only to GameCube players.

SECRET BONUS CLOSET

This dresser is available exclusively to players of the GameCube version of the game. It becomes available after you unlock *and* visit the apartment at Blankwood Towers.

In it are clothing items otherwise unavailable in the Game Boy version of *The Urbz™: Sims in the City™*.

Darius:

Roxanna Moxie:

Hat, jumpsuit top, and bottom

Hat, dress, leggings

These special clothes are essentially neutral clothing for social interaction purposes, providing no positive or negative effect on social interaction acceptance.



REPUTATION AND SOCIAL INTERACTIONS

Your standing in *The Urbz™: Sims in the City™* is solely a function of your Urb's Reputation (or Rep). Your Rep is the key to most of the game's unlockable rewards—the riches and fame that await.

Rep, in turn, is based on your Urb's relationships with the other Urbz in every subculture. To gain the Rep you need to rule the roost, you must earn strong relationships (either positive or negative) with Urbz from *every* subculture.

Just being legendary in your Urb's own district won't get you very far; having maximum relationships with all five members of your Urb's subculture only yields a Rep of about 100.

To climb, your Urb must socialize effectively and efficiently. The less effectively your Urb interacts, the longer it takes to build relationships and, in turn, Rep.

This section explains how the reputation, relationship, and interaction systems function and how to use this understanding to help your Urb cut through the social web like a samurai sword through sushi.

REPUTATION

Reputation is, roughly speaking, the average of all individual relationships with all other Urbz.

THE 411

Specifically, Reputation is the total of all relationships divided by 48 (the 45 NPC Urbz plus the three other player Urbz you may create) and multiplied by 10. Thus, if your Urb knows 20 Urbz and has a relationship of 50 with each, your Rep is about 208 ($50 \times 20 / 48 \times 10$).



Being bad gets you just as much renown as being good, but it takes a bit more effort to be constantly unpleasant.

This number is then converted into its absolute value (i.e., 50 and -50 would both yield a Rep of 50). Thus, you can build a Rep on negative relationships or positive ones.

The more Urbz your Urb knows and the better (or worse) their relationships, the higher your Urb's Rep. Having lots of relationships lowers the average relationship necessary to reach high Rep. If your Urb knows all 48 Urbz, all rewards are unlocked if the relationships with every Urb are only +/-37. Knowing only half that many Urbz requires minimum individual relationships of +/-74.

NEGATIVE RELATIONSHIPS & REP

It's important to keep in mind that in the computation of Rep, having all negative relationships can yield the same Rep as having all positive ones.

Thus, Rep can be built on either fame or infamy. The choice of how to play is yours.



To build a nasty Rep, use Mean interactions and lots of low-probability Greet and Friendlies.

To have a high Rep based on negative relationships, most if not all relationships must be negative and they should be *extremely* negative. It is especially important to have many nemeses if your Urb has a few very high positive relationships (loves), to offset the positive relationship's downward pull on Rep.

THE 411

Since many goals require befriending Urbz, immediately trash the relationships with negative interactions after you've acquired the social unlock or secret mission the Urb holds.

REPUTATION MONIKERS

Reputation score is divided into levels, and every few levels earns your Urb a new reputation moniker.



The Rep meter shows the current Rep on the left and the level at which your Urb gets a new Rep title on the right.

THE 411

The Rep indicator in the game always displays Rep up to the next change of title. Thus, the meter fills from left to right toward the score at which your title changes. Once that score is reached, the meter empties and the score for the next change of moniker shows on the right.

Particularly well-liked or hated Urbz receive the title of Leader or Bad Rep instead of the standard Rep title. These titles are based on both overall Rep and the number of best friends (relationship 40) or nemeses (relationship -40). However, once Rep rises above 370, these special monikers give way to the three elite Rep titles (Superstar, Perfectionist, and Urbz Fanatic!).

REP TITLES

Rep Score	Rep Title	# of Best Friends	Leader Title	# of Nemeses	Bad Rep Title
2	Newbie Urb	—	—	—	—
10	Contender	—	—	—	—
20	Wannabe	—	—	—	—
30	Poser	—	—	2	Crook
40	Emulator	—	—	3	Rabble
55	Scenester	—	—	4	Goon
85	Mover	6	Ace	6	Crasher
160	Trendsetter	12	Producer	8	Rebel
270	Player	18	Boss	12	Da' Schniz
370	Superstar	—	—	—	—
500	Perfectionist	—	—	—	—
999	Urbz Fanatic!	—	—	—	—

Elite Rep Titles

Though all Rep-based rewards are unlocked at Rep 370 (Superstar), two more Rep titles can be obtained.

Perfectionist: Rep 500 (all relationships at or beyond 50/-50)

Urbz Fanatic!: Rep 999 (all relationships at 100/-100)

REP UNLOCKS

Most of the unlocked rewards are bestowed by the achievement of Rep ranks.



THE 411

Once something is unlocked by Reputation, it stays unlocked even if Rep later falls below the threshold.



Your Urb's victory dance is a frequent sight if you play efficiently.

When a threshold is crossed, its reward is unlocked and the victory is announced onscreen. The various kinds of unlocks and what Rep score it takes to achieve them in Section 1. Consult the table below for a more unified view of what rewards are in store.

THE 411

District 1, the district you chose at the game's outset, doesn't need to be unlocked. Its VIP room does, however (Rep 10).

REPUTATION AND SOCIAL INTERACTIONS

UNLOCKS BY REP SCORE

Apartment: 98th Ave., Third Floor	2
VIP Room 1	10
District 2	20
Mental Skill Object 1	25
Reputation Object/EyeToy™ Tier 1	30
VIP Room 2	35
District 3	40
Physical Skill Object 1	45
VIP Room 3	55
District 4	65
Artistic Skill Object 1	70
Mental Skill Object 2	75
Apartment: Blankwood Towers	80
Reputation Object/EyeToy™ Tier 2	85
VIP Room 4	90
District 5	100
Physical Skill Object 2	110
VIP Room 5	125
District 6	140
Artistic Skill Object 2	150
Reputation Object/EyeToy™ Tier 3	160
VIP Room 6	170
District 7	185
Mental Skill Object 3	200
VIP Room 7	220
District 8	240
Physical Skill Object 3	255
Reputation Object/EyeToy™ Tier 4	270
VIP Room 8	280
District 9	300
Artistic Skill Object 3	320
VIP Room 9	340
Reputation Object/EyeToy™ Tier 5	370

THE 411

The number of gold (positive) or red (negative) stars that explode around your Urb after a social interaction represents how large a change has occurred. The more there are, the bigger the change. A huge shift (perfectly nailing a Power Social at full power), produces a massive shower of



Judge the effect of a social interaction by the plume of red or gold stars above your Urb's head.

Every social interaction has a fixed effect on relationship score, whether it's accepted or rejected. Whether each effect is positive or negative depends on the interaction itself. For example, gossip, if accepted, has a positive effect on relationship score. Insult, on the other hand, reduces relationship if accepted.

THE 411

Keep relationship score high in either the positive or negative scale. The farther the number is from zero (in either direction), the higher the Rep.

THE 411

Though Urbz don't have a visible Social need (as in other *The Sims*™ games), it does exist behind the scenes. Interactions can either deplete or satisfy the Social need. The level of this hidden need does not affect your Urb's mood, but it does drive them to socialize autonomously if it's low. Also, your Urb's Social need is measured in certain job-related tasks.

RELATIONSHIP SCORE



Check relationship scores in your XAM.

Relationship score reflects the connection between your Urb and another and is the product of positive and negative social interactions between the two of you.






SPECIAL RELATIONSHIPS



When a special relationship is created, its icon appears above both Urbz.

When the relationship score reaches certain levels, a special kind of relationship is created.

SPECIAL RELATIONSHIPS

Relationship	Rel Score Needed to Create	Drop in Rel Score Needed to Lose	Symbol
Friend	15	1	
Best Friend	40	20	
Enemy	-15	-1	
Lover	60	40	
Nemesis	-40	-20	

These special relationships can trigger several things:

- Urbz with lots of best friends or nemesis get special reputation monikers.
- Some secret missions depend on achieving a certain kind of relationship.
- Many social interactions are unlocked by befriending certain Urbz in a District.

Jealousy

If two Urbz are lovers and a third Urb successfully does a romantic interaction on either of the first two with the other present, there will be jealousy. The wronged lover will autonomously slap the Urb who initiated the interaction and both slapper and slap-ee will suffer a reduction in relationship score.

Since it's difficult to know which Urbz have romantic connections, make it a policy to do romantic interactions in private places. Public displays are just begging for trouble.

SECRET MISSIONS

Secret missions can, when completed, have an effect on every member of the subculture that assigned the mission.

LOSING RELATIONSHIP SCORE



Mean interactions are the quickest way to reduce relationship score, but rejected positive interactions can be damaging too.

Negative Social Interactions: An interaction, either in acceptance or rejection, can cause relationship score to decrease. The amount of the decrease depends on the interaction (romantic interactions have the greatest positive effect if accepted, for example, but the greatest

Relationship Decay: All relationships (positive or negative) decrease by one point a day. If several days pass without interaction, a relationship can drop to zero.

When relationship score drops, any special relationship can disappear (if the score goes below its breakage point) and Rep points can be lost.

ACCEPTANCE & REJECTION

Whether an interaction is accepted or rejected is a matter of probability. This probability is based on several variables:

- The interaction itself
- The recipient's subculture
- The relationship to the recipient
- Clothing: Your Urb's attire vs. the recipient's
- Your Urb's mood
- Randomness

BASE PERCENTAGE

base percentage would be the accept/reject probability.

For example, this percentage is very high for Ice Breaker socials (95 percent), so they are all but guaranteed to work in most instances when relationship score is low and the Urb is from and dressed in the mantle of another subculture.

The base percentages (with some exceptions) for each interaction type are:

- Ice Breaker: 95%
- Network: 95%
- Greet: 75%
- Friendly: 65%
- Mean: 65%
- Romantic: 20%

SUBCULTURE

The subculture of the recipient of a social interaction can have a massive impact on acceptance and rejection.



Keep in mind where your interaction target hails from when choosing social interactions.

Some generic and all subculture interactions are preferred by certain subcultures and are, therefore, more likely to be accepted in that subculture. Any Urb not of this subculture gets a lower boost or even a reduction in acceptance.

THE 411

Generally, using a subculture-specific interaction is risky with any group other than the one it's preferred by. With some exceptions, an interaction's native subculture has the highest probability change, and the two closest subcultures have a slightly lower boost. The next two may be neutral; probability substantially reduces for enemy subcultures and those on the opposite side of the Subculture Wheel.

RELATIONSHIP

The existing relationship between two Urbz can impact the probability of acceptance.

Acceptance of Ice Breaker, Network, and Greet interactions generally become less probable as a relationship grows. The worse the relationship, the more likely the acceptance. These interactions are intended for use when you're just getting to know an Urb, before learning that Urb's native interactions.

Most Friendly interactions, on the other hand, are more likely to be accepted as a relationship grows more positive. Romantic interaction probability also rises with relationship score, but the amount varies (Smoke Trick and Kiss are the most difficult).

Mean interactions, on the other hand, become more likely when relationship is negative and less likely when positive. It's harder to insult a friend.

THE 411

Backrub, since it's a generic interaction, is the only Friendly interaction that becomes less effective as relationship improves.



Urbz are more open to those who make an effort to fit in.

CLOTHING

As discussed in Section 4, wearing the same subculture's clothing as the other Urb changes the probability of acceptance by up to 20 percent.

See Section 4 for details and amounts.

MOOD

Your Urb's mood can affect acceptance either positively or negatively.

Ice Breaker interactions are unchanged by Mood, but Greet, Friendly, and Romantic are significantly boosted by a good mood (by up to 50 percent).

Most Mean interactions, on the other hand, become less likely to be accepted as your Urb's mood improves. The grumpier you are, the more likely your Mean interactions are to take root.

THE 411

Mean interactions that are meant in good fun (Spit Trick, Firecracker Dance, Throw Sign) are more like Friendly interactions, boosted in probability by high mood.

COLOR CODING

The complexity of the variables makes it impossible to specifically predict an interaction's success. You can make educated guesses using the information above, but they're still guesses.



The color coding in the social interactions menu isn't a guarantee of success or failure, but it's a good guideline.

This is why the interaction menus are color-coded based their chance of acceptance:

- **Green:** 90%-100% chance of acceptance
- **Yellow:** 50%-89%
- **Red:** <50% chance

Thus, interactions marked in red *can* be accepted and those marked in green *can* be rejected, but the odds are against it.



If an interaction has everything going for it (a high base percentage, the right subculture and clothing, a maximal mood, and an appropriate relationship score), it is always accepted. Unfortunately, there's no way to know for sure that everything is perfect without some mind-bendingly complex back-of-the-envelope calculations.

When you actually select the interaction, a random factor decides whether the interaction is accepted or rejected. The higher the interaction's likelihood, the less the chance that randomness changes the outcome.

TYPES OF SOCIAL INTERACTION

There are three types of social interaction:

- Generic
- Subculture
- Power Socials

GENERIC SOCIAL INTERACTIONS

Generic socials are available from the start of the game and, thus, don't need to be unlocked. Generally, they work equally on Urbz from all subcultures, but certain groups prefer some (as noted below), which adds up to 25 percent to probability.

Backrub

- **Menu:** Friendly
- **Base %:** 30%
- **Relationship Effect:** Higher relationship reduces acceptance by up to -25%
- **Subculture Preferences:** Cozmo Street +20%, Neon East and Diamond Heights +10%, Foundry and South Side Bridge +0%, everyone else -20%
- **Mood Effect:** Alter acceptance by up to -25% if positive and +25% if negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Brag

- **Menu:** Ice Breaker
- **Base %:** 95%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 200%
- **Subculture Preferences:** Diamond Heights, Skyline Beach, South Side Bridge +25%. Gasoline Row and Cozmo Street +0%, everyone else -25%.
- **Mood Effect:** None
- **If Accepted:** Rel 4, Social 4
- **If Rejected:** Rel -4, Social -4



Fight

- **Menu:** Mean
- **Base %:** 40%
- **Relationship Effect:** The better a relationship is, the less likely it is that your Urb wins (-50%).
- **Subculture Preferences:** None
- **Mood Effect:** Alter victory probability by up to -50% if positive or +50% if negative.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -10, Social -10



REPUTATION AND SOCIAL INTERACTIONS

Gossip

- **Menu:** Network
- **Base %:** 95%
- **Relationship Effect:** None
- **Subculture Preferences:** None
- **Mood Effect:** None
- **If Accepted:** Rel 1, Social 1
- **If Rejected:** Rel -2, Social -1



Gossip allows two Urbz to discuss another Urb they both know—or your Urb if your Rep is high enough.

THE 411

Obviously, Gossip conversations you initiate never involve your Urb because you're part of the conversation.

Here's how Gossip sessions usually go:

1. Urb A chooses an Urb to talk about. It's always an Urb in their relationship panel who's currently in the district/apartment. The conversation bubble indicates whether the speaker likes (Rel > 0) or dislikes (Rel < -1) the Urb in question; a red "X" appears over a disliked Urb's face.
2. If Urb B doesn't know the subject Urb, Urb B walks away with no relationship score change.
3. If Urb B feels the same way about the subject Urb, the conversation goes forth and relationship score is increased.
4. If Urb B feels differently from A, they reject the interaction and relationship score drops.
5. Once the relationship score with Urb B rises to a certain level, Gossip interactions are immediately rejected. No loss of relationship score, however, occurs.

THE 411

If the Urb being discussed is disliked by Urb A and is nearby when the gossip conversation happens, that Urb does an Insult interaction on the Urb who started the conversation.

Insult

- **Menu:** Mean
- **Base %:** 65%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 50%
- **Subculture Preferences:** None
- **Mood Effect:** Alter acceptance by up to -50% if positive and +50% if negative.
- **If Accepted:** Rel -4, Social -4, Urb gets very upset and yells back.
- **If Rejected:** Rel -1, Social -1, Urb blows off insult, walks away.



Join Crew

- **Menu:** Friendly

An Urb agrees to join crew if:

1. Relationship is >70
2. Rep >10
3. Other Urb's Hunger >0



Joke

- **Menu:** Ice Breaker
- **Base %:** 95%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 200%
- **Subculture Preferences:** Central Station, Kicktail Park, Gasoline Row +25%, Foundry and Skyline Beach +0%, everyone else -25%.
- **Mood Effect:** None
- **If Accepted:** Rel 4, Social 4
- **If Rejected:** Rel -4, Social -4



Kick Out

- **Menu:** Top (only in apartment)
- **Base %:** 200%
- **Relationship Effect:** None
- **Subculture Preferences:** None
- **Mood Effect:** None
- **If Accepted:** Rel 0, Social 0, Urb leaves apartment
- **If Rejected:** Always accepted



Kiss

- **Menu:** Romantic
- **Base %:** 0%
- **Relationship Effect:** Higher relationship increases acceptance by up to 50%
- **Preferences:** None
- **Mood Effect:** Alter acceptance by up to 50% if positive or -50% if negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Talk

- **Menu:** Network
- **Base %:** 95%
- **Relationship Effect:** No, effect, same at all levels
- **Subculture Preferences:** None
- **Mood Effect:** None
- **If Accepted:** Rel 1, Social 1 (per round of conversation)
- **If Rejected:** Rel -2, Social -1 (per round of conversation)



Generally, Talk always works but doesn't have a large effect on relationship. Talk is more successful if done with Urbz of similar interests.

There are 14 possible topics:

- Bling
- Chaos
- Clothing
- Crime
- Fast Food
- Gambling
- Hollywood
- Money
- Music
- Parties
- Pests
- Rent
- Sex
- Xtreme Stuff

Each Urb has a level of interest in each topic as defined by subculture:

	Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Central Station	Med.	High	Med.	High	High	Low	Low	Low	Med.	Low	High	Low	Med.	High
Cozmo Street	Low	Low	High	Low	Low	High	High	Med.	High	High	Med.	High	Low	Low
Diamond Heights	Med.	Low	Low	Low	Med.	High	High	High	Low	High	Low	High	Med.	Med.
Foundry	Low	High	High	Low	High	Med.	Low	Low	High	Med.	Low	Med.	Med.	High
Gasoline Row	High	High	Low	High	Med.	Med.	Low	Med.	Low	Low	High	Low	High	Med.
Kicktail Park	Low	High	High	Med.	High	Med.	Low	Med.	High	Low	Med.	Low	Low	High
Neon East	Med.	Low	High	Low	Med.	Low	High	Low	High	High	Low	High	Med.	Med.
Skyline Beach	High	High	Med.	High	Low	High	Low	Med.	Med.	Low	High	Low	High	Med.
South Side Bridge	High	Med.	Low	Med.	Low	High	Low	High	Low	Med.	Med.	Low	High	Low

When two Urbz talk, the first Urb introduces a topic, selecting from personal high interests. The other Urb then responds positively or negatively depending on interest level in the chosen topic.

- If the other Urb's interest in the topic is high, it is discussed for four rounds (each Urb takes a turn talking about the interest). For each round a topic is discussed, 1 relationship point is earned.
- If the other Urb's interest in the topic is medium, the chances are 50-50 that the Urb will continue to talk about it or change the topic to one of his or her own high interests. Your Urb then continues to talk based on your interest level in the *new* topic (up to four turns).
- If the other Urb's interest is low, there's a 40 percent chance of a topic change, a 40 percent chance that Urb will leave the conversation, and a 20 percent chance of continued talk, but without enthusiasm.

When deciding to use Talk interactions, it's helpful to check the chart above to see how many high interests your Urb (based on your initial choice of subculture) and the other Urb have in common.

REPUTATION AND SOCIAL INTERACTIONS

Tickle

- **Menu:** Ice Breaker
- **Base %:** 95%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 200%
- **Subculture Preferences:** Neon East, Cozmo Street, Foundry +25%, Kicktail Park and Diamond Heights, 9%, everyone else -25%.
- **Mood Effect:** None
- **If Accepted:** Rel 4, Social 4
- **If Rejected:** Rel -4, Social -4



Yo!

- **Menu:** Top (only when target Urb is in different room)
- **Base %:** 200%
- **Relationship Effect:** None
- **Subculture Preferences:** None
- **Mood Effect:** None
- **If Accepted:** Rel 0, Social 0, summoned Urb comes to your Urb
- **If Rejected:** Always accepted



SUBCULTURE INTERACTIONS

Subculture interactions are, in general, particularly enjoyed in their native district, appreciated in friendly districts (1 and 2 slots away in either direction on the Subculture Wheel), and utterly despised everywhere else. Pay very careful attention to the color coding of these interactions. Rejections can be very damaging.

Air Guitar (Cozmo Street)

- **Menu:** Friendly
- **Earned By:** Befriend apl.de.ap
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Cozmo Street +40%, Neon East and Diamond Heights +10%, Foundry and South Side Bridge 0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Artsy Dance (Foundry)

- **Menu:** Friendly
- **Earned By:** Befriend Arthur Pop
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Preferences:** Foundry +40%, Kicktail Park and Neon East +10%, Central Station and Cozmo Street 0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Back Slap (Gasoline Row)

- **Menu:** Greet
- **Earned By:** Level 1 Skyline Beach job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%.
- **Subculture Preferences:** Gasoline Row +20%, Central Station and Skyline Beach +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Bite (Central Station)

- **Menu:** Romantic
- **Earned By:** Level 3 South Side Bridge job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Central Station +20%, Gasoline Row and Kicktail Park +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Blow Flame (Gasoline Row)

- **Menu:** Mean
- **Earned By:** Befriending Suzie Mack
- **Base%:** 65%
- **Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Gasoline Row +20%, Central Station and Skyline Beach +10%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 10, Social 10
- **If Rejected:** Rel -10, Social -10



Bust a Move (Skyline Beach)

- **Menu:** Friendly
- **Earned By:** Befriending Lil' Bit
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Skyline Beach +40%, Gasoline Row and South Side Bridge +10%, Central Station and Diamond Heights +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Doing this social may cause the recipient to catch on fire.

Body Bonk (Gasoline Row)

- **Menu:** Friendly
- **Earned By:** Befriend Pork Chop
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Gasoline Row +40%, Central Station and Skyline Beach +10%, Kicktail Park and South Side Bridge +0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Buzz (Neon East)

- **Menu:** Greet
- **Earned By:** Level 1 Foundry job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Neon East +20%, Foundry and Cozmo Street +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Body Slam (Gasoline Row)

- **Menu:** Mean
- **Earned By:** Level 3 Diamond Heights job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 50%
- **Subculture Preferences:** Gasoline Row -30%, Central Station and Skyline Beach -10%, Kicktail Park and South Side Bridge +0%, everyone else +0%.
- **Mood Effect:** Alter acceptance by up to +50% if mood negative or -50% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Compare Phones (Foundry)

- **Menu:** Friendly
- **Earned By:** Befriend Bella Ciao
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Foundry +40%, Kicktail Park and Neon East +10%, Central Station and Cozmo Street +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Deafen (Cozmo Street)

- **Menu:** Mean
- **Earned By:** Level 3 Kicktail Park job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 50%
- **Subculture Preferences:** Cozmo Street -30%, Neon East and Diamond Heights -20%, everyone else +20%.
- **Mood Effect:** Alter acceptance by up to +33% if mood negative or -33% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel +5, Social +5



Firecracker Dance (South Side Bridge)

- **Menu:** Mean
- **Earned By:** Befriend Jimmy Two-Shoes
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** South Side Bridge +20%, Skyline Beach and Diamond Heights +10%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 10, Social 10
- **If Rejected:** Rel -10, Social -10



THE 4:11

Doing this social may cause the recipient to catch on fire.

Euro Kiss (Diamond Heights)

- **Menu:** Greet
- **Earned By:** Level 1 in Cozmo Street job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Diamond Heights +20%, Cozmo Street and South Side Bridge +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Grab Booty (Skyline Beach)

- **Menu:** Romantic
- **Earned By:** Level 2 Diamond Heights job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Skyline Beach +20%, South Side Bridge and Gasoline Row +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Fake Punch (South Side Bridge)

- **Menu:** Greet
- **Earned By:** Level 1 in Diamond Heights job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** South Side Bridge +20%, Skyline Beach and Diamond Heights 0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Gamble (South Side Bridge)

- **Menu:** Friendly
- **Earned By:** Befriend Pamela Sneer
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** South Side Bridge +40%, Skyline Beach and Diamond Heights +10%, Gasoline Row and Cozmo Street +0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8 if win 5 if lose, Social 8 if win 5 if lose
- **If Rejected:** Rel -6, Social -6



Game On (Neon East)

- **Menu:** Greet
- **Earned By:** Befriending Professor Chewy
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Neon East +20%, Foundry and Cozmo Street +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Head Butt (Central Station)

- **Menu:** Greet
- **Earned By:** job 1 in Gasoline Row job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Central Station +25%, Kicktail Park and Gasoline Row +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



High Five (Kicktail Park)

- **Menu:** Greet
- **Earned By:** Level 1 in Central Station job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Kicktail Park +20%, Central Station and Foundry +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



HoloXam (Neon East)

- **Menu:** Friendly
- **Earned By:** Befriend Venus Moonflower
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Neon East +40%, Foundry and Cozmo Street +10%, Kicktail Park and Diamond Heights +0, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Hug (Cozmo Street)

- **Menu:** Greet
- **Earned By:** Level 1 in Neon East job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Cozmo Street +20%, Neon East and Diamond Heights +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Hyper Shock (Neon East)

- **Menu:** Mean
- **Earned By:** Level 3 Central Station job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 50%
- **Subculture Preferences:** Neon East -20%, Foundry and Cozmo Street -10%, Central Station and South Side Bridge +30%, everyone else +0%.
- **Mood Effect:** Alter acceptance by up to +50% if mood negative or -50% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Knuckle Up (Skyline Beach)

- **Menu:** Greet
- **Earned By:** Level 1 in South Side Bridge job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Skyline Beach -20%, South Side Bridge and Gasoline Row +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to 50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Panhandle (Central Station)

- **Menu:** Greet
- **Earned By:** Befriend Frag Grrl
- **Base %:** 65%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 50%
- **Subculture Preferences:** Central Station -30%, Kicktail Park and Gasoline Row -15%, Neon East and South Side Bridge +30%, everyone else +15%.
- **Mood Effect:** Alter acceptance by up to -33% if mood is positive or +33% if mood is negative. The grumpier your Urb is, the better it works.
- **If Accepted:** Rel -4, Social -4
- **If Rejected:** Rel -2, Social -2



Earns money but damages relationships.

Lounge Lure (Cozmo Street)

- **Menu:** Romantic
- **Earned By:** Level 2 Foundry job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Cozmo Street +20%, Neon East and Diamond Heights +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Paparazzi Pop (Diamond Heights)

- **Menu:** Mean
- **Earned By:** Level 3 Foundry job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 50%
- **Subculture Preferences:** Diamond Heights -30%, Cozmo Street and South Side Bridge -10%, Gasoline Row and Foundry +30%, everyone else 0%.
- **Mood Effect:** Alter acceptance by up to +50% if mood negative or -50% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Mock (Foundry)

- **Menu:** Mean
- **Earned By:** Level 3 Gasoline Row job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 50%
- **Subculture Preferences:** Foundry -30%, Gasoline Row and Diamond Heights +30%, everyone else +0%.
- **Mood Effect:** Alter acceptance by up to +33% if mood negative or -33% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Party Shout (Kicktail Park)

- **Menu:** Greet
- **Earned By:** Befriend Ally Stile
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Kicktail Park +20%, Central Station and Foundry +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Pub Song (Cozmo Street)

- **Menu:** Friendly
- **Earned By:** Befriend Fergie
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Cozmo Street +40%, Neon East and Diamond Heights +10%, Foundry and South Side Bridge +0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Skate Trick (Kicktail Park)

- **Menu:** Friendly
- **Earned By:** Befriending Trang Hang
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Kicktail Park +40%, Central Station and Foundry +10%, Gasoline Row and Neon East 0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Rap (Skyline Beach)

- **Menu:** Greet
- **Earned By:** Befriend Ridiculous D.O.G.
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Skyline Beach +20%, Gasoline Row and South Side Bridge +10%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Slap (South Side Bridge)

- **Menu:** Mean
- **Earned By:** Level 3 Neon East job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 33%
- **Subculture Preferences:** South Side Bridge -20%, Diamond Heights and Skyline Beach -10%, Gasoline Row and Cozmo Street +0%, everyone else +20%.
- **Mood Effect:** Alter acceptance by up to +33% if mood negative or -33% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Sign Language (Central Station)

- **Menu:** Mean
- **Earned By:** Level 2 Skyline Beach job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 30%
- **Subculture Preferences:** Central Station -20%, Gasoline Row and Kicktail Park -10%, Neon East and South Side Bridge, +30%, everyone else +20%.
- **Mood Effect:** Alter acceptance by up to +30% if mood negative or -30% if mood positive.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel 10, Social 10



Smoke Trick (Foundry)

- **Menu:** Romantic
- **Earned By:** Level 2 Central Station job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Foundry +20%, Kicktail Park and Neon East +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Snap Shot (Diamond Heights)

- **Menu:** Friendly
- **Earned By:** Befriending Pootie Fads
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Diamond Heights +40%, Cozmo Street and South Side Bridge +10%, Skyline Beach and Neon East +0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Strip Tease (Diamond Heights)

- **Menu:** Romantic
- **Earned By:** Level 2 Neon East job
- **Base %:** 20%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Diamond Heights +20%, Cozmo Street and South Side Bridge +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Snippy Snap (Foundry)

- **Menu:** Greet
- **Earned By:** Level 1 in Kicktail Park job
- **Base %:** 75%
- **Relationship Effect:** Higher relationship reduces acceptance by up to 25%
- **Subculture Preferences:** Foundry +25%, Kicktail Park and Neon East +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 6, Social 6
- **If Rejected:** Rel -6, Social -6



Suck Face (Gasoline Row)

- **Menu:** Romantic
- **Earned By:** Level 2 South Side Bridge job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Gasoline Row +20%, Central Station and Skyline Beach +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Spit Trick (Central Station)

- **Menu:** Mean
- **Earned By:** Befriend Beezelebob Jones
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Central Station +20%, Gasoline Row and Kicktail Park +10%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 10, Social 10
- **If Rejected:** Rel -10, Social -10



Tag Face (Kicktail Park)

- **Menu:** Mean
- **Earned By:** Level 3 Skyline Beach job
- **Base %:** 65%
- **Relationship Effect:** Lower relationship increases acceptance up to 33%
- **Subculture Preferences:** Kicktail Park -20%, Central Station and Foundry -10%, Skyline Beach and Neon East +30%, everyone else +20%.
- **Mood Effect:** Alter acceptance by up to -33% if mood positive or +33% if mood negative.
- **If Accepted:** Rel -10, Social -10
- **If Rejected:** Rel -2, Social -2



Tango (South Side Bridge)

- **Menu:** Romantic
- **Earned By:** Level 2 Cozmo Street job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** South Side Bridge +20%, Skyline Beach and Diamond Heights +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Tuck N Hug 360 (Kicktail Park)

- **Menu:** Romantic
- **Earned By:** Level 2 Gasoline Row job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Kicktail Park +20%, Foundry and Central Station +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Techno (Neon East)

- **Menu:** Romantic
- **Earned By:** Level 2 Kicktail Park job
- **Base %:** 30%
- **Relationship Effect:** Higher relationship increases acceptance up to 50%
- **Subculture Preferences:** Neon East +20%, Foundry and Musicians +0%, everyone else -40%.
- **Mood Effect:** Alter acceptance by up to +50% if mood positive or -50% if mood negative.
- **If Accepted:** Rel 12, Social 12
- **If Rejected:** Rel -12, Social -12



Vogue (Diamond Heights)

- **Menu:** Friendly
- **Earned By:** Befriend Sophie Couture
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Diamond Heights +40%, South Side Bridge and Cozmo Street +10%, Neon East and Skyline Beach +0%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25 if mood positive or -25% if mood negative.
- **If Accepted:** Rel 8, Social 8
- **If Rejected:** Rel -8, Social -8



Throw Signs (Skyline Beach)

- **Menu:** Mean
- **Earned By:** Level 3 Cozmo Street job
- **Base %:** 65%
- **Relationship Effect:** Higher relationship increases acceptance up to 25%
- **Subculture Preferences:** Skyline Beach +20%, South Side Bridge and Gasoline Row +10%, everyone else -20%.
- **Mood Effect:** Alter acceptance by up to +25% if mood positive or -25% if mood negative.
- **If Accepted:** Rel 10, Social 10
- **If Rejected:** Rel -10, Social -10



POWER SOCIALS

Power Socials are very special, superpotent social interactions that can only be performed if your Urb has obtained the necessary Power Social item. Success in Power Socials depends not on the usual social probabilities or even which subculture the recipient hails from. Rather, success and the amount of effect are dictated by executing the social in exactly the right way.

Power Social Items

Each district has its own signature Power Social and each social can only be performed with its corresponding Power Social item:

- BlastikKiss: BlastikKiss Breath Spray
- Chug A Lug: Can O' Chugalug
- Mug: Crazy Clown Mugger Mask
- Party Bomb: Party Bomb
- Power Chord: Guitar
- Sk8r TriiQx: Super Flight Sk8 Board
- Stink Bomb: Stink Bomb
- Strobe: Strobe
- XAM Shots: XAMshot

The item required to do a district's Power Social are doled out once per day by Darius at the district's midnight VIP room party. To get an item, your Urb must have won access to the district's VIP room and. If it's your first visit, you must be properly dressed (shirt must be bought from the district's store) and meet Darius in the VIP room during the party.



When Darius is in the district, it's time to collect Power Social items.

Power Social items are also given in the assignment of secret missions when the mission calls for executing of a Power Social.

All Power Social objects collect in your XAM inventory on their own section of the inventory. Doing a Power Social removes one object from inventory.

Executing Power Socials

Start by selecting the desired Power Social from the interactions menu.



Starting the power meter sends the indicator moving right and shrinks the shaded "success" zone on the left end of the meter.

When your Urb is in position, a power meter appears over the recipient's head. Press the designated button to start the power meter. The indicator sweeps to the right toward the larger (higher power) end of the meter.



The recipient can't avoid the performance of a Power Social, but the initiator can cancel it without losing the Power Social object if the cancellation takes place before activation of the power meter.

As the meter moves right (building power), the white "success zone" near the left end of the meter shrinks. The more power you want, the smaller this zone becomes and the harder it is to hit in the next step.



When the interaction's power is set (by how far it traveled to the right), the indicator moves left. Press the button again when it's within the success zone.

When the desired power is reached, press the button again and the indicator swings back to the left toward the success zone. For maximum power, let the indicator go to the end; it swings back automatically. Finally, press the button again when the indicator arrow is within the success zone. The size of relationship change achieved by the Power Social is dictated by whether or not the indicator is stopped in the success zone.



If you stop the indicator within the success zone, a huge relationship change and a torrential outpouring of stars is the reward.



THE 411

The potency of a Power Social is important in building relationships, but that doesn't matter if the Power Social is being done to complete missions or to banish a villain. All that matters in those situations is that the interaction be done, even if unsuccessfully.

Pressing the designated button outside the success zone or failing to press it before the indicator reaches the left end of the meter earns the minimum reward: one relationship point.

Nailing the success zone, however, grants part of the Power Social's full effect, proportional to the size of the success zone.

BlastiKiss

- Native District: Foundry
 - Object: BlastiKiss Breath Spray
 - Effect Range: +1-20 Relationship
 - Bystander Effects: None
- This social can create a love relationship.



Chug A Lug

- Native District: Gasoline Row
- Object: Can O' Chugalug
- Effect Range: +1-25 Relationship
- Bystander Effects: +5 Relationship with any Urbz in the immediate vicinity.



The number of burps is related to the score received.

Party Bomb

- Native District: Skyline Beach
- Object: Party Bomb
- Effect Range: +1-20 Relationship
- Bystander Effects: +7 Relationship to any affected (dancing) Urbz



Power Chord

- Native District: Cozmo Street
- Object: Guitar
- Effect Range: +1-25 Relationship
- Bystander Effects: +5 Relationship for bystanders



Power Mug

- Native District: South Side Bridge
- Object: Crazy Clown Mugger Mask
- Effect Range: -1-25 Relationship
- Bystander Effects: -5 Relationship for witnesses



Urb receives money (\$10-\$250) in proportion to score success. If the cop is nearby, Urb could be fined.

Sk8R TriiQx

- Native District: Kicktail Park
- Object: Skateboard
- Effect Range: +1- +25 Relationship
- Bystander Effects: +7 Relationship with observers



Stink Bomb

- Native District: Central Station
- Object: Stink Bomb
- Effect Range: -1- -20 relationship
- Bystander Effects: -7 relationship with those close enough to inhale fumes.



Strobe

- Native District: Neon East
- Object: Strobe
- Effect Range: +1- +25 relationship
- Bystander Effects: +7 for Urbz in vicinity



XAM Shots

- Native District: Diamond Heights
- Object: XAMshot
- Effect Range: +1- +25 relationship
- Bystander Effects: +5 relationship for bystanders.



FASHION TRENDSETTING



The magic combination of Rep and relationship make other Urbz copy your Urb's style.

The combination of Rep and relationship scores can lead to other Urbz so admiring your Urb that they adopt your clothing (shirt only).

THE 411

When other Urbz change to emulate your Urb's clothes, it does affect the social interaction probabilities. Because they change to a shirt from the same subculture as your Urb's current outfit, you won't get the full clothing modifier unless you change your Urb's pants, hat/hair, glasses, and shoes to match the other Urb's *native* subculture.



If your relationship score with an Urb plus 10% of Rep is greater than 100, they change their upper-body clothes to your Urb's current clothing style (subculture). When the number drops to 80, the Urb go back to their natural clothes.

THE 411

The higher your Urb's Rep, the lower the relationship required for other Urbz to change clothes. If, for example, Rep is 100, relationship must be 90 before an Urb matches your Urb's style. If Rep rises to 200, a relationship of 80 does the trick.

BUILDING A CREW

When you charm an Urb into an extremely positive relationship and you've built a rudimentary Rep, you may ask an Urb to "join your crew." Befriend everyone and you can gain control over *every Urb* in the city.

Crew members come under your control and what they do can earn your Urb money and Rep. For example:

- While doing a job that requires socializing with the customers or some other non-need related task (i.e. sabotaging the competitor's machine in the South Side Bridge job), you can assign a crew member to do the other task. While they're at it, resume interaction with the job object. Obviously, if the other task involves your Urb's needs, your Urb must still tend to them; crew members can't pee for you.
- Crew members can perform tasks for secret missions. If the task involves doing a Power Social, they use your Urb's Power Social objects (since they share a common inventory).
- Any crew member socializing adds or subtracts from your Urb's Rep. It does not, however, affect your relationships with other Urbz. Thus, when a secret mission requires the use of a negative Power Social, let a crew member perform the social so you may preserve your relationship with the mission target.
- Any district goal completed by a crew member is credited to your Urb. If, for example, you use a crew member to scare off a district's villain, the goal is satisfied.

To get an Urb to join your Urb's crew, perform the Join Crew interaction. If all conditions are met, the Urb agrees.

- Relationship > 70
- Rep > 10 or < -10
- Other Urb's Hunger Motive > 0

Crew members don't follow your Urb from place to place, but you may switch to and control them in any district in which they appear. To bring a crew member to your Urb's current location, summon them by phone; they always accept and arrive as soon as possible.

If relationship with the Urb drops below 0, they leave your Urb's crew.

PARTIES

When your Urb is in any earned-reward apartment, a new option appears on your XAM: Start a party.



Parties are a great way to meet many Urbz and socialize widely across subcultures.

Within moments, the Urb you invited arrives with five random Urbz.

Once the guests arrive, the party begins. It ends in six hours, or earlier if two or more Urbz depart prematurely. Urbz only blow off your party if their needs aren't being met. Apartments must be equipped with toilets, available food (visitors can't use the fridge), a sink for hand-washing (visitors can't take baths) and coffee (they can't sleep on beds or sofas) if you want your guests to stay the full six hours.

THE 411

While a party is going on, Bladder, Energy, and Hunger needs for all at

The goal of a party is to have a large gathering of Urbz in a place where your Urb can keep her needs well tended. This is an optimal relationship-building environment and a lot of Rep can be built in a very short period.

ENTERTAINING AT HOME

Urbz can be hosted at any reward apartment for smaller gatherings. There are two ways this happens: invitation and dropping in.

INVITING OVER

When at home, use the XAM phone's "Call Urb" interaction to invite the Urb of your choosing. Unless the apartment is at its maximum for visitors, the other Urb accepts based on relationship:

- Relationship > 50: Always accept
- Relationship 0-50: 75% chance of acceptance
- Relationship -30-0: 50% chance of acceptance
- Relationship < -30: Always reject

DROP IN

Between 6 a.m. and noon, Urbz appear outside your Urb's apartment, waiting to be invited in (with the Yo! interaction). Which Urbz appear depends on several factors:

- Urbz from your XAM relationship panel (Urbz your Urb has met).
- Urbz from a subculture from which you've purchased furniture.
- Urbz from locked subcultures.

THE 411

To attract a specific subculture to your apartment, furnish it with furniture bought from that subculture's object store.

VISITORS IN DISTRICTS

As will be specified in Section 8, districts are populated not only by their own inhabitants but also by Urbz from other subcultures.

During the day, non-native Urbz visit the district from the next clockwise district (friendly) on the Subculture Wheel; at night, visitors are from three districts clockwise (enemy).



During the day, friendly subcultures visit districts. During the night, an enemy subculture hangs around, trying to start trouble.

Thus, the Foundry is always populated by several Foundry members and Urbz from either Neon East (day) or Diamond Heights (night).

THE 411

Use visitors to befriend the social-unlock Urbz for districts you've yet to unlock. Having these subculture socials unlocked before you visit the district lets you hit the ground running when you eventually arrive.

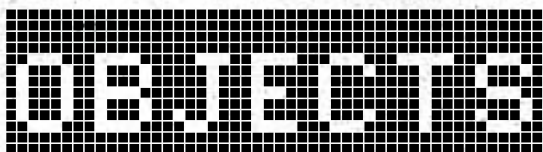
Remember, however, that visiting Urbz at night are enemies of the district. Wearing the clothes of the current district makes socializing with them tricky. Switch to the clothing of another district you've visited—attire that the enemy Urbz find less objectionable.

AUTONOMOUS SOCIALIZING

When left to their own devices, Urbz socialize autonomously, choosing by themselves which interactions to do with which Urbz.

This behavior is based on the Urb's hidden Social need (see Section 6) that is depleted when your Urb hasn't interacted in a while. If Social is low, it vies with other needs (like Hunger and Bladder) for your Urb's attention. If Social is among the most pressing needs, your Urb chooses to interact rather than, say, eating or resting.

Which interaction they choose, however, depends on each interaction's chance of success. They always choose among interactions with a greater than 40 percent chance of success, leaning toward the ones with greater relationship score potential. There is, of course, no guarantee that the interactions will be successful, so autonomy could damage an unlucky Urb's reputation.



Whether they live in self-imposed squalor in an abandoned subway station or in the cushy and civilized towers of the rich and famous, Urbz love their stuff.

This section explains where to get and use every object and how to use building materials. It also delves into the untoward things that can happen to objects and what you can do about it.

INVENTORY

Located in your XAM is an inventory system that keeps track of everything your Urb is carrying. It is divided into three parts:



Your XAM's inventory module holds objects in transit along with all earned Power Social items.

- **Objects:** Objects that can be placed in and around your Urb's living space.
- **Building Materials:** Any drywall, wallpaper, or floor tile pieces for decorating apartments.
- **Power Social Objects:** These objects are ammunition for the nine Power Social interactions. They can only be obtained from Darius and neither be placed nor sold. Doing a Power Social interaction removes one of the corresponding Power Social objects from inventory.

Each part of the inventory holds 12 items, but duplicates of an item can be stacked in one inventory slot as long as they're the same color.

STORES



At the start of the game, your Urb arrives with a few objects to put in your first apartment and Mom wires \$300 to buy some additional furnishings. To get more, your Urb has to start working for a living.



Object stores are represented by cash registers and marked by an icon in the shape of a floating shopping bag.

In *The Urbz™: Sims in the City™*, all objects and building supplies are purchased at district-based stores. Many items are available everywhere or in multiple stores but most are exclusively available in specific districts, reflecting each subculture's unique aesthetic and philosophy.

To find each district's store, look for its floating shopping-bag sign. Interact with the cash register to enter the store.



Stores have several departments, although the items you find in each department of each store vary. The departments are:

WINDOWS
DOORS
FLOOR TILES
WALLPAPER
WALL PACKS
PLUMBING
SEATING/BEDDING
SURFACES
LIGHTING
APPLIANCES
ELECTRONICS
DECORATIVE
SKILLS
MISCELLANEOUS

PLUMBING

Plumbing objects provide necessary Bladder and Hygiene satisfaction. Generally, showers and baths are more effective than sinks at satisfying Hygiene.

THE CAULDRON TOILET



Price: \$250
Need(s): Bladder 4
District: The Foundry

EPIKOUROS KITCHEN SINK



Price: \$500
Need(s): Hygiene 3
District: South Side Bridge

RAVAGE SALVAGE SINK



Price: \$50
Need(s): Hygiene 2
District: Central Station

VALKYRIE COUNTER SINK



Price: \$300
Need(s): Hygiene 2
District: South Side Bridge

THE "SCULPTOILETTE" LAVATORY



Price: \$500
Need(s): Bladder 7
District: Cozmo Street

PREPOSTERPRIVY



Price: \$50
Need(s): Bladder 9
District: Cozmo Street

THE KITCHEN SINK



Price: \$356
Need(s): Hygiene 2
District: Gasoline Row

STAINLESS STEEL SHOWER



Price: \$550
Need(s): Hygiene 4
District: The Foundry

RESISTALL TOILET



Price: \$50
Need(s): Hygiene 2
District: Central Station

FLUSHITOL PUBLIC TOILET



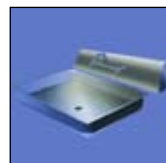
Price: \$400
Need(s): Hygiene 2
District: Kicktail Park

NUMICA KITCHEN COUNTER SINK



Price: \$600
Need(s): Hygiene 2
District: All

THE "BRUT" BY HYDROHYPE



Price: \$180
Need(s): Hygiene 2
District: Cozmo Street

BATHMATIC W-SOP TUB



Price: \$500
Need(s): Hygiene 4
District: South Side Bridge

BUBBLASTER 1000



Price: \$750
Need(s): Hygiene 5
District: The Foundry

FLUSHITOL PUBLIC SINK



Price: \$250
Need(s): Hygiene 2
District: Kicktail Park

UTILITY SINK



Price: \$500
Need(s): Hygiene 2
District: The Foundry

JUSTA SHOWER



Price: \$800
Need(s): Hygiene 5
District: All

HYGIELITE LUXURY SHOWER STALL



Price: \$800
Need(s): Hygiene 7
District: Diamond Heights

THE FANTASTIC AUTOCRAPPIC



Price: \$1,000
Need(s): Bladder 9
District: Diamond Heights

MANTICORE "ELITE" HOT TUB



Price: \$4,000
Need(s): Hygiene 8
District: Skyline Beach

Note: Satisfies Hygiene, Fun, and Energy. If multiple Urbz are in the tub, they Talk, increasing relationship. Urbz from outgoing subcultures get in the tub nude.

SINK KING DELUXE WASH BASIN



Price: \$800
Need(s): Hygiene 2
District: Diamond Heights

BATHMATIC T-SC3 TUB



Price: \$1,200
Need(s): Hygiene 7
District: Diamond Heights

MARBLE SHOWER



Price: \$900
Need(s): Hygiene 6
District: South Side Bridge

SANISANITY TOILET



Price: \$1,200
Need(s): Bladder 10
District: Neon East

THE CATALYTIC SYBARITIC SPA



Price: \$6,000
Need(s): Hygiene 10
District: Diamond Heights

Note: See note on Manticore "Elite" Hot Tub.

SEATING/BEDDING

Seating and beds allow for replenishment of Energy. More Energy is restored from sleeping than napping and more from napping than sitting. Urbz must sleep in a proper bed at least once every couple of days or their need decay rates multiply.

SUBWAY SOFA



Price: \$50
Need(s): Energy 2
District: Central Station

CONSTRUCTION COUCH



Price: \$75
Need(s): Energy 3
District: Kicktail Park

CINDER SEAT



Price: \$35
Need(s): Energy 1
District: Kicktail Park

UTOPIAN BENCH



Price: \$65
Need(s): Energy 4
District: South Side Bridge

MUSCLE CHAIR



Price: \$80
Need(s): Energy 1
District: Gasoline Row

SUBWAY LOVESEAT



Price: \$50
Need(s): Energy 2
District: Central Station

CHOPPED CHAIR



Price: \$75
Need(s): Energy 1
District: Gasoline Row

LOUNGEMASTER "MASTER" LOUNGER



Price: \$90
Need(s): Energy 1
District: South Side Bridge

OBJECTS

SAFETY SEAT



Price: \$95
Need(s): Energy 2
District: Central Station

CHASSISASS C EDITION



Price: \$150
Need(s): Energy 4
District: Gasoline Row

MEOWNOW FOLDING CHAIR



Price: \$300
Need(s): Energy 3
District: Cozmo Street

GEARS FOR REARS ART STOOL



Price: \$100
Need(s): Energy 2
District: The Foundry

SCHIPANO BROS. CYCLE SEAT



Price: \$150
Need(s): Energy 2
District: Gasoline Row

THE BEAST BY LOUNGEMASTER



Price: \$350
Need(s): Energy 5
District: South Side Bridge

STEAMER BENCH



Price: \$100
Need(s): Energy 3
District: The Foundry

KUSTOM KOUCH



Price: \$160
Need(s): Energy 3
District: Gasoline Row

PIG-NIC BENCH



Price: \$400
Need(s): Energy 2
District: Gasoline Row

CHASSISASS LS



Price: \$125
Need(s): Energy 4
District: Gasoline Row

LOUNGEMASTER DINETTE CHAIR



Price: \$220
Need(s): Energy 3
District: South Side Bridge

DIET CHAIR



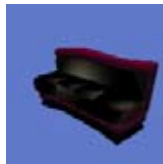
Price: \$410
Need(s): Energy 3
District: Neon East

LAWN CHAIR



Price: \$135
Need(s): Energy 2
District: Skyline Beach

PLEASARIO BOOTH BENCH



Price: \$250
Need(s): Energy 4
District: South Side Bridge

LUXOLEATHERA ARM CHAIR



Price: \$450
Need(s): Energy 3
District: Kicktail Park

KILLER CHILLER



Price: \$145
Need(s): Energy 4
District: Gasoline Row

FOAM BED



Price: \$300
Need(s): Energy 5
District: Kicktail Park

MEOWNOW "JUNGLE" SOFA



Price: \$450
Need(s): Energy 5
District: Cozmo Street

MEOWNOW "TIGER" LOUNGE



Price: \$450
Need(s): Room 1
District: Cozmo Street

UNUNFOLDABLE FUTON SOFA



Price: \$700
Need(s): Energy 5
District: Neon East

LUXOLEATHERA LOVESEAT



Price: \$920
Need(s): Energy 6
District: Diamond Heights

COZMO CHAIR



Price: \$500
Need(s): Energy 4
District: Cozmo Street

UPHOLSTERELIC CHAISE LOUNGE



Price: \$700
Need(s): Energy 6
District: Diamond Heights

MEOWNOW LOVESEAT



Price: \$920
Need(s): Energy 5
District: Cozmo Street

JAPANESE CHAIR



Price: \$600
Need(s): Energy 5
District: Neon East

ZETATHETA SLEEPER



Price: \$750
Need(s): Energy 6
District: The Foundry

UPHOLSTERELIC LOVESEAT



Price: \$920
Need(s): Energy 6
District: Diamond Heights

LEOPARD BLOO CROUTON FUTON



Price: \$600
Need(s): Energy 7
District: Neon East

LIL' PADRE MISSION BED



Price: \$800
Need(s): Energy 6
District: South Side Bridge

MODERN MISSION BED



Price: \$1,250
Need(s): Energy 7
District: South Side Bridge

TUBE SHELTER COT



Price: \$600
Need(s): Energy 6
District: Central Station

BRASS BED



Price: \$850
Need(s): Energy 6
District: Diamond Heights

SLUMB R' SLEEPER



Price: \$1,320
Need(s): Energy 7
District: Neon East

LUXOLEATHERA SOFA



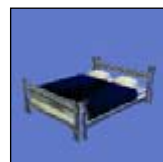
Price: \$700
Need(s): Energy 6
District: Diamond Heights

CHAISE CAFÉ



Price: \$900
Need(s): Energy 4
District: Diamond Heights

ZETATHETA DOUBLE SLEEPER



Price: \$1,500
Need(s): Energy 7
District: The Foundry

CORNUCOPIOUS CANOPY BED



Price: \$1,700
Need(s): Energy 7
District: Cozmo Street

SAN CARLOS BRASS BED



Price: \$2,500
Need(s): Energy 8
District: Diamond Heights

CORNUCOPIOUS SUPER SLEEPER



Price: \$3,500
Need(s): Energy 10
District: Cozmo Street

SURFACES

Surfaces include dining tables (Urbz gain Energy while eating if seated at a dining table), counters, and any other table-like surfaces. As you might expect, things may be placed upon them.

IMPROVISED TABLE



Price: \$90
District: The Foundry

FORMINFUNKEN SIDEBORD



Price: \$150
District: South Side Bridge

BUDGET TABLE



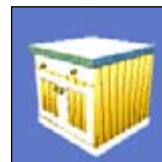
Price: \$50
District: Kicktail Park

IRON AGE COFFEE TABLE



Price: \$100
District: The Foundry

SLAT COUNTER



Price: \$150
District: Diamond Heights

BRICK TABLE



Price: \$75
District: Kicktail Park

CORONER'S COUNTER



Price: \$111
District: The Foundry

SUPED-UP SUPPER TABLE



Price: \$150
District: Gasoline Row

DO IT YOURSELF TABLE



Price: \$80
District: Central Station

BUTCHER BLOCK COUNTER



Price: \$120
Need(s): Room 1
District: South Side Bridge

TUFFTOWNE COMMERCIAL COUNTER



Price: \$150
District: Skyline Beach

GENERICOUNTER



Price: \$89
District: Central Station

FORMINFUNKEN END TABLE



Price: \$150
Need(s): Room 1
District: South Side Bridge

TAILGATER TABLE



Price: \$160
District: Gasoline Row

PIG-NIC TABLE



Price: \$180
Need(s): Room 2
District: Gasoline Row

RAKKI RUNO CENTER TABLE



Price: \$250
District: Neon East

THE "LOOKUP" TABLE



Price: \$300
District: Cozmo Street

BAMBOO COUNTER



Price: \$185
District: Neon East

RAKKI RUNO DINNER TABLE



Price: \$250
District: Neon East

CAFÉTETE CAFÉ TABLE



Price: \$350
District: Diamond Heights

WITTY WELDERS' PUB TABLE



Price: \$185
District: Gasoline Row

THE "P4" TABLE



Price: \$250
District: Cozmo Street

CARD TABLE



Price: \$400
District: Skyline Beach

HANDI-KART



Price: \$200
District: Gasoline Row

LOUNGEMASTER COUNTER



Price: \$267
Need(s): Room 1
District: South Side Bridge

RAKKI RUNO END TABLE



Price: \$450
Need(s): Room 2
District: Neon East

SPILL-PROOF COUNTER



Price: \$200
District: Cozmo Street

RAKKI RUNO GRAND TABLE



Price: \$280
Need(s): Room 2
District: Neon East

FORMINFUNKEN GLASS TABLE



Price: \$500
Need(s): Room 2
District: South Side Bridge

WAVEFRONT COUNTER



Price: \$220
Need(s): Room 1
District: Neon East

THE "QUICKEDIT" TABLE



Price: \$280
Need(s): Room 1
District: Cozmo Street

RECLINETIME DINING TABLE



Price: \$575
Need(s): Room 1
District: South Side Bridge

THE "ZAMBEL" TABLE



Price: \$600
Need(s): Room 2
District: Neon East

LIGHTING

Lighting makes it easier to see in the dark and can enhance Room score.

GAS LAMP SCNCE



Price: \$75
Need(s): Room 1
District: Cozmo Street

TRUMPET VINE SCNCE



Price: \$75
Need(s): Room 1
District: South Side Bridge

FIRE BARREL



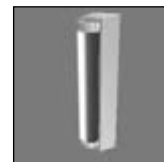
Price: \$50
Need(s): Room 1
District: Gasoline Row

LOOKIN' UP SCNCE



Price: \$75
Need(s): Room 1
District: Gasoline Row

TUBULAR BLACK LIGHT



Price: \$75
Need(s): Room 1
District: Kicktail Park

FOOT LIGHT



Price: \$60
Need(s): Room 1
District: The Foundry

SHOJI WALL LAMP



Price: \$75
Need(s): Room 1
District: Neon East

NEON SCNCE



Price: \$80
Need(s): Room 1
District: Neon East

FEMME DE LUXE LAMP



Price: \$70
Need(s): Room 1
District: Cozmo Street

SUNOT SHOP LIGHT



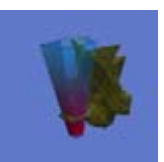
Price: \$75
Need(s): Room 1
District: The Foundry

TOUCH O' KCLASS LANTERNS



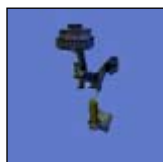
Price: \$80
Need(s): Room 1
District: South Side Bridge

CONE SCNCE



Price: \$75
Need(s): Room 1
District: Skyline Beach

THE TORCHINATOR



Price: \$75
Need(s): Room 1
District: The Foundry

JIGGY NEON LAMP



Price: \$85
Need(s): Room 1
District: Neon East

PYRALENE LAMP



Price: \$125
Need(s): Room 1
District: Skyline Beach

THE GREEN LAMPPOST



Price: \$175
Need(s): Room 1
District: South Side Bridge

PATIO HEATER LAMP



Price: \$300
Need(s): Room 2
District: Skyline Beach

AKIMBO FLOOR LAMP



Price: \$175
Need(s): Room 1
District: Neon East

VINE WEEVIL FLOOR LAMP



Price: \$175
Need(s): Room 1
District: Neon East

LIGHTER OF THE GODS



Price: \$350
Need(s): Room 1
District: The Foundry

EZ-STILE FLOOR LAMP



Price: \$175
Need(s): Room 2
District: Neon East

RESTAURANT LAMP



Price: \$200
Need(s): Room 2
District: Neon East

LOVE N' HAIGHT LAMP



Price: \$350
Need(s): Room 2
District: The Foundry

APPLIANCES

Appliances generally go in a kitchen, including all cooking objects and dishwashers. When it comes to food prep objects, the higher the object's Hunger score, the more Hunger satisfaction it contributes to the final food product.

DIABLO SUPREMO ESPRESSO



Price: \$450
Need(s): Energy 2
District: The Foundry

RETROZONE REFRIGERATOR



Price: \$900
Need(s): Hunger 10
District: All

XLR8R FOOD PROCESSOR



Price: \$250
Need(s): Hunger 1
District: Diamond Heights

THE "FREQUENT FRYER" RANGE



Price: \$450
Need(s): Hunger 3
District: South Side Bridge

FUZZY LOGIC DISHWASHER



Price: \$950
District: Diamond Heights

VOLKS GRILL



Price: \$400
Need(s): Hunger 5
District: Gasoline Row

ESPRESSO NEODECO



Price: \$650
Need(s): Energy 2
District: Cozmo Street

Note: Also depletes Bladder.

DISH DUSTER DELUXE



Price: \$1,000
District: Neon East

OBJECTS

BOTCH REACTOR-RANGE



Price: \$1,200
Need(s): Hunger 5
District: South Side Bridge

SAVOR SAVER IRIDIUM FRIDGE



Price: \$2,200
Need(s): Hunger 6
District: South Side Bridge

GLASS-TOPPED RANGE



Price: \$1,200
Need(s): Hunger 2
District: Diamond Heights

THE THING COMMERCIAL FREEZER



Price: \$2,500
Need(s): Hunger 8
District: Diamond Heights

ELECTRONICS

Electronic items are a major source of Fun but have a tendency to break after several uses.

BAEBAE RC-7500 DJMX 10000



Price: \$150
Need(s): Fun 2
District: Skyline Beach

Note: You may direct your Urb to switch to any station but undirected Urbz switch automatically to a station preferred by their subculture, as follow:

Neon East:	Eel-Ectronica
Foundry:	Xperimental
South Side Bridge:	Cobalt Lounge
Central Station:	Dead Dread Punk
Gasoline Row:	Road Rash Radio
Kicktail Park:	Sk8r Punk
Diamond Heights:	Pootie's Top 40
Skyline Beach:	Rhythm and BEP
Cozmo Street:	BEP-d-Beat

An Urb may also dance to the music if the boom box is on. Satisfies Fun.

All switched-on radios and TVs awaken a sleeping Urb or prevent an Urb from going to sleep in the same room.

SCROUNGED TV



Price: \$500
Need(s): Fun 3, Room 2
District: Gasoline Row

Note: This TV features three channels, each appealing to different subcultures, as follows:

UTV:	South Side Bridge, Skyline Beach, Diamond Heights
Gearhead:	Kicktail Park, Gasoline Row, Central Station
Reality TV:	Cozmo Street, Neon East, Foundry

Urbz automatically switch to their preferred channel when they turn on the TV. They laugh if they're watching their preferred channel or complain if forced to watch a different channel. Satisfies Fun regardless of the channel.

BOOB TUBE



Price: \$750
Need(s): Fun 4, Room 2
District: Kicktail Park
 Note: Same as Scrounged TV.

PACIFIC CHANCE INCORPORATED MACHINE



Price: \$750
Need(s): Fun 4
District: Neon East
 Note: See Arcadia Space Dungeon Race.

LASER LLAMA CLASSIC ARCADE GAME



Price: \$850
Need(s): Fun 5
District: Neon East
 Note: Same as Arcadia Space Dungeon Race.

ARCADIA SPACE DUNGEON RACE



Price: \$600
Need(s): Fun 4
District: Central Station
 Notes: Cost \$5 to play. Winning based on Artistic skill. Satisfies Fun.

ROAD HOUSE JUKE BOX



Price: \$1,100
Need(s): Fun 7, Room 3
District: Gasoline Row
 Note: See BAEBAE RC-7500 DJMX 10000.

BOB & INGEBRETSON LKG 9000



Price: \$1,850
Need(s): Fun 6, Room 3
District: Diamond Heights
Note: Same as BAEBAE RC-7500 DJMX 10000.

EXCESUTIVE PLASMA TV



Price: \$3,500
Need(s): Fun 7, Room 2
District: Cozmo Street
Note: Same as Scrounged TV.

WALL-MOUNTED TV



Price: \$5,000
Need(s): Fun 8, Room 2
District: Diamond Heights
Note: Same as Scrounged TV.

DECORATIVE

Decorative objects are used to adorn locations and raise Room score. Viewing some decorative objects satisfies Fun. Some objects display EyeToy™ images or images of your Urb as your Rep grows.

BLUE MAIL BOX



Price: \$50
District: Kicktail Park

HAPPY HEAT VENT



Price: \$50
District: Skyline Beach



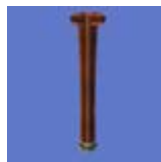
Plants must be watered periodically or they die. Dead plants reduce Room score until thrown out.

BRANDED ARCH



Price: \$50
District: Neon East

KYOTO KOLUMN



Price: \$50
District: Neon East

PROVIDENCE FERN



Price: \$35
Need(s): Room 1
District: Kicktail Park

BRICK COLUMN



Price: \$50
District: South Side Bridge

MANHOLE COVER



Price: \$50
District: Kicktail Park

ANTENNA



Price: \$50
District: Skyline Beach

BROKEN HYDRANT



Price: \$50
District: Kicktail Park

NEWSPAPER BOX



Price: \$50
District: Kicktail Park

ASPIDISTROY VERIANNOY



Price: \$50
Need(s): Room 1
District: The Foundry

CLOTHESLINE



Price: \$50
District: Skyline Beach

PARKING METER DECOY



Price: \$50
District: Kicktail Park

OBJECTS

POLITICAL ART STATEMENT



Price: \$50
Need(s): Room 1
District: Central Station

FEENFINGER PLANT



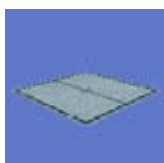
Price: \$70
Need(s): Room 1
District: Neon East

BABY FICUS



Price: South Side Bridge
Need(s): Room 1
District: \$130

SIDEWALK GRATE



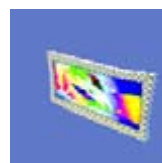
Price: \$50
District: All

TRADESANTIA SIMULATA



Price: \$85
Need(s): Room 1
District: Neon East

COSMIC LINT



Price: \$130
Need(s): Room 2
District: Neon East

SUBWAY VENT REPLICA



Price: \$50
Need(s): Room 1
District: Central Station

ECONOCACTUS SPIKUSDOMESTICAE



Price: \$90
Need(s): Room 1
District: Gasoline Row

FICUS TREE



Price: \$150
Need(s): Room 1
District: South Side Bridge

TRAFFIC CONE



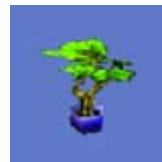
Price: \$50
District: Kicktail Park

ECONOCACTUS CHEAPSKATI



Price: \$100
Need(s): Room 1
District: Gasoline Row

EXTRA-LARGE MINI-BONSAI



Price: \$165
Need(s): Room 1
District: Neon East

VAPOR VENT



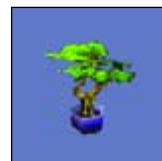
Price: \$50
District: Skyline Beach

FOOD DAY BANNER



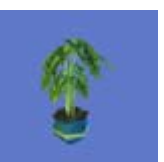
Price: \$100
Need(s): Room 1
District: Neon East

BONSAI PLANT



Price: \$180
Need(s): Room 1
District: Neon East

WESTERN ROACHWEED



Price: \$50
Need(s): Room 1
District: Skyline Beach

BIDNESS SIGN



Price: \$110
Need(s): Room 1
District: All

COMMUNITY BULLETIN BOARD



Price: \$180
Need(s): Room 1
District: Central Station

FREAKY FROND



Price: \$200
Need(s): Room 1
District: Diamond Heights

RECLINING NUDE PAINTING



Price: \$300
Need(s): Room 2
District: Diamond Heights

FLOOR RUG BY LEOPARD LIFE



Price: \$460
Need(s): Room 2
District: South Side Bridge

ANCIENT FERN



Price: \$250
Need(s): Room 1
District: Diamond Heights

STILL LIFE #7166401



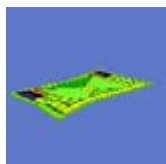
Price: \$300
Need(s): Room 2
District: Diamond Heights

GOBS OF WRATH BAND POSTER



Price: \$750
Need(s): Room 3
District: Cozmo Street

MODERNIST RUG



Price: \$295
Need(s): Room 1
District: The Foundry

CABANA PALM



Price: \$400
Need(s): Room 2
District: Kicktail Park

LLIKE YOU LLIKE I LLIKE A LLAMA MOUNTED HEAD



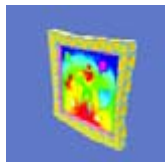
Price: \$750
Need(s): Room 2
District: South Side Bridge

NARCISSIM RENAISSANCE PORTRAIT



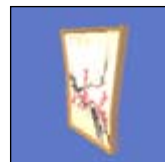
Price: \$300
Need(s): Room 2
District: Diamond Heights

PERMANENT TEMPORARY ART



Price: \$400
Need(s): Room 2
District: Neon East

POPPING CHERRIES PRINT



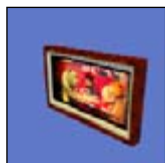
Price: \$750
Need(s): Room 3
District: Neon East

POWER PALM



Price: \$300
Need(s): Room 1
District: Diamond Heights

PETUS HOLD 'EM PRINT



Price: \$400
Need(s): Room 2
District: South Side Bridge

TRAVEL MAP BILLBOARD



Price: \$750
Need(s): Room 2
District: Neon East

REALITY PAINTING



Price: \$300
Need(s): Room 2
District: The Foundry

SCRAPS RANCH RAG RUG



Price: \$400
Need(s): Room 1
District: Skyline Beach

TRAVEL MAP WALL MOUNT



Price: \$750
Need(s): Room 2
District: Kicktail Park

OBJECTS

GOZA MAT



Price: \$800
Need(s): Room 1
District: Neon East

NATIVE URB RUG



Price: \$1,550
Need(s): Room 3
District: Gasoline Row

OPTICLUSTER PROMOTIONAL SIGN



Price: \$3,250
Need(s): Room 10
District: Kicktail Park

SCRAWNY PUPPY



Price: \$800
Need(s): Room 4
District: The Foundry

ANTIQUE PERSIAN RUG



Price: \$1,800
Need(s): Room 5
District: Cozmo Street

OPTICLUSTER TRIPORTAIT FRAME



Price: \$3,250
Need(s): Room 2
District: Diamond Heights

INDUSTREAL "LIL' PINCHER" SCULPTURE



Price: \$1,100
Need(s): Room 5
District: The Foundry

CELEBRITY PHOTO COLLECTION



Price: \$1,800
Need(s): Room 7
District: Cozmo Street

OPTICLUSTER WALL POSTER



Price: \$3,250
Need(s): Room 8
District: Kicktail Park

MODENIST RUG



Price: \$1,200
Need(s): Room 8
District: Diamond Heights

SHAM TIGER SKIN RUG



Price: \$2,200
Need(s): Room 8
District: South Side Bridge

WALL TANK



Price: \$3,250
Need(s): Room 10
District: Neon East

SUPER SAMURAI REPLICA SWORD SET



Price: \$1,400
Need(s): Room 6
District: Neon East

VIDEO VEIL INSTALLATION



Price: \$2,850
Need(s): Room 8
District: The Foundry

CIRQUELL AQUARIUM



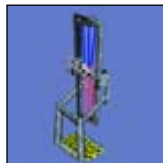
Price: \$3,500
Need(s): Room 10
District: Neon East

FOUND ART



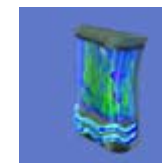
Price: \$1,500
Need(s): Room 7
District: The Foundry

GRABBY GOOSEY SCULPTURE



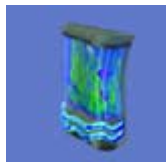
Price: \$3,000
Need(s): Room 9
District: The Foundry

MANILA 1000 AQUARIUM



Price: \$3,800
Need(s): Room 10
District: Neon East

SQUARIUM AQUARIUM



Price: \$3,800
Need(s): Room 10
District: Neon East

SKILLS

Skill object and upgrades are used to build the three skills. Details on their use can be found in the "Skills, Jobs, & Money-making" section.

SCHNIZZUP DANCEAM MOD KIT



Price: \$330
Skill: Artistic
District: All

SCHNIZZALATOR



Price: \$210
Skill: Artistic
District: All

MENTAL MACHINATION CHESS UPGRADE



Price: \$330
Skill: Mental
District: All

MENTAL MACHINATION STATION



Price: \$180
Skill: Mental
District: All

EXER-CYCOPTER ALPHA MOD KIT



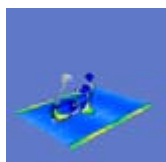
Price: \$330
Skill: Physical
District: All

MENTAL MACHINATION MATRIX UPGRADE



Price: \$650
Skill: Mental
District: All

EXER-CYCLE



Price: \$190
Skill: Physical
District: All

SCHNIZZUP SPINPRO MOD KIT



Price: \$650
Skill: Artistic
District: All

EXER-CYCLOVORTEX BRAVO MOD KIT



Price: \$650
Skill: Physical
District: All

MISCELLANEOUS

These objects play a variety of roles but just don't fit in anywhere else.

"FEED THE DEVIL" INCINERATOR



Price: \$30
District: Skyline Beach

URBAN SANITATION RECEPTACLE



Price: \$30
District: Kicktail Park



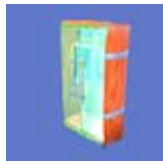
OBJECTS

WANTWASTE WASTEBASKET



Price: \$30
District: South Side Bridge

ARTSY ARMOIRE



Price: \$300
District: Cozmo Street

THE "MOUSE TRAP" DRESSER



Price: \$300
District: South Side Bridge

USED DART BOARD



Price: \$120
Need(s): Fun 4
District: Gasoline Row
Note: Costs \$20 to play. Random chance of darts hitting. When two

Urbz play together, they Talk, increasing relationship. Satisfies Fun.

DOT-12 METAL DRESSER



Price: \$300
District: The Foundry

UNFINISHED DRESSER



Price: \$300
District: Kicktail Park

IGOK BUDGET DRESSER



Price: \$300
District: Skyline Beach

MODERN MISSION BOOKSHELF



Price: \$350
Need(s): Fun 3
District: South Side Bridge

IMPROVISED SHELVEING



Price: \$150
Need(s): Fun 2
District: Kicktail Park

NEON NIGHTS DRESSER



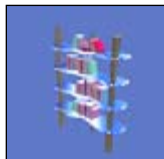
Price: \$300
District: Neon East

DESIGNER BOOKSHELF



Price: \$400
Need(s): Fun 3
District: The Foundry

OFFICE BOOKCASE



Price: \$200
Need(s): Fun 2
District: Diamond Heights

ROCKER LOCKER



Price: \$300
District: Central Station

WROBO WRESTLER



Price: \$500
Need(s): Fun 5
District: Gasoline Row
Note: Costs \$10 to play. When your Urb plays against the robotic arm, the machine's Physical

skill is randomly set. You win if your Physical skill is higher. If you play against another Urb, winning is based on Physical skill and random chance. Also decreases Hygiene.

ARMOIRE VESTMENTOIRE



Price: \$300
District: Diamond Heights

THE "JUNK TRUNK" DRESSER



Price: \$300
District: Gasoline Row



X MARX THE XPOT BOOKCASE



Price: \$650
Need(s): Fun 4
District: The Foundry

WINDOWS

Windows are architectural objects that lend your location a bit of each district's character. They don't, however, affect Room score.

JAIL WINDOW



Price: \$50
District: Gasoline Row

FLAME DECAL WINDOW



Price: \$75
District: Gasoline Row

FENESTRAKING FACTORY WINDOW



Price: \$180
District: The Foundry

SEXI PLEXI WINDOW



Price: \$50
District: Kicktail Park

NEONOVA "NEBULA" WINDOW



Price: \$75
District: Neon East

JEWEL WINDOW



Price: \$200
District: Cozmo Street

THE TRAIN PANE



Price: \$65
District: Central Station

WRECKTANGLE WINDOW



Price: \$80
District: South Side Bridge

DEKO WINDOW



Price: \$275
District: Cozmo Street

ARCHED WINDOW



Price: \$75
District: South Side Bridge

NEONOVA BOUTIQUE WINDOW



Price: \$125
District: Neon East

PLEASURE IN PANES WINDOW



Price: \$290
District: Diamond Heights

DOORS

Doors are architectural objects that lend your location a bit of each district's character. They don't, however, affect Room score.

ROLLED-UP DOOR



Price: \$100
District: Central Station

CLASSIC DOOR



Price: \$300
District: South Side Bridge

NO EXIT DOOR



Price: \$30
District: Central Station

WROUGHT IRON DOOR



Price: \$120
District: Skyline Beach

SOLANA VISTA WINDOW



Price: \$300
District: Cozmo Street

WAREHOUSE DOOR



Price: \$50
District: The Foundry

PRE-BLACKENED DOOR



Price: \$150
District: Gasoline Row

REFLEXCELLENCE DOOR



Price: \$450
District: South Side Bridge

IMPACT TRAFFIC DOOR



Price: \$75
District: Central Station

DURATALLIC DOOR



Price: \$200
District: The Foundry

NEONOVA COMMERCIAL DOOR



Price: \$500
District: Neon East

TROLLEY DOOR



Price: \$80
District: Central Station

DUNGEON DOOR



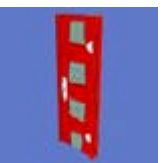
Price: \$250
District: Neon East

THE "SWANK PLANK"



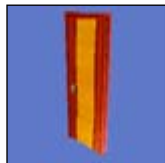
Price: \$700
District: Diamond Heights

REINFORCED DOOR



Price: \$100
District: Gasoline Row

DEKO DOOR



Price: \$280
District: Cozmo Street

WALLS

Wall segments are sold in packs of 20 and can be laid out in your Urb's apartment or in districts. Keep in mind that uncovered walls depress Room score, so buy wallpaper to cover both sides.

WALLPAPER/ FLOOR TILES

Wallpaper and floor tiles are sold in packs of 20 and can be laid out in your Urb's apartment or in districts (though not on exterior walls). When new floor tiles are installed, any they're replacing move into your Urb's inventory. Replaced wallpaper segments are lost forever.

OBJECT INDEX (BY OBJECT NAME)

Object	Price	Subculture	Bladder	Energy	Fun	Hunger	Hygiene	Room
Akimbo Floor Lamp	\$175	Neon East	0	0	0	0	0	1
Ancient Fern	\$250	Diamond Heights	0	0	0	0	0	1
Antenna	\$50	Skyline Beach	0	0	0	0	0	0
Antique Persian Rug	\$1,800	Cozmo Street	0	0	0	0	0	5
Arcadia Space Dungeon Race	\$600	Central Station	0	0	4	0	0	0
Arched Window	\$75	South Side Bridge	0	0	0	0	0	0
Armoire Vestmentaire	\$300	Diamond Heights	0	0	0	0	0	0
Artsy Armoire	\$300	Cozmo Street	0	0	0	0	0	0
Aspidistroy Veriannoy	\$50	The Foundry	0	0	0	0	0	1
Baby Ficus	\$130	South Side Bridge	0	0	0	0	0	1
BAEBAE RC-7500 DJMX 10000	\$150	Skyline Beach	0	0	2	0	0	0
Bamboo Counter	\$185	Neon East	0	0	0	0	0	0
Bathmatic T-SC3 Tub	\$1,200	Diamond Heights	0	0	0	0	7	0
Bathmatic W-SOP Tub	\$500	South Side Bridge	0	0	0	0	4	0
BIDNESS Sign	\$110	All	0	0	0	0	0	1
Blue Mail Box	\$50	Kicktail Park	0	0	0	0	0	0
Bob & Ingebreton LKG 9000	\$1,850	Diamond Heights	0	0	6	0	0	3
Bonsai Plant	\$180	Neon East	0	0	0	0	0	1
Boob Tube	\$750	Kicktail Park	0	0	4	0	0	2
Bottch Reactor-Range	\$1,200	South Side Bridge	0	0	0	5	0	0
Branded Arch	\$50	Neon East	0	0	0	0	0	0
Brass Bed	\$850	Diamond Heights	0	6	0	0	0	0
Brick Column	\$50	South Side Bridge	0	0	0	0	0	0
Brick Table	\$75	Kicktail Park	0	0	0	0	0	0
Broken Hydrant	\$50	Kicktail Park	0	0	0	0	0	0
BubBlaster 1000	\$750	The Foundry	0	0	0	0	5	0
Budget Table	\$50	Kicktail Park	0	0	0	0	0	0
Butcher Block Counter	\$120	South Side Bridge	0	0	0	0	0	1
Cabana Palm	\$400	Kicktail Park	0	0	0	0	0	2
Cafétete Café Table	\$350	Diamond Heights	0	0	0	0	0	1
Card Table	\$400	Skyline Beach	0	0	0	0	0	1
Celebrity Photo Collection	\$1,800	Cozmo Street	0	0	0	0	0	7
Chaise Café	\$900	Diamond Heights	0	4	0	0	0	0
ChassiSass C Edition	\$150	Gasoline Row	0	4	0	0	0	0
ChassiSass LS	\$125	Gasoline Row	0	4	0	0	0	0
Chopped Chair	\$75	Gasoline Row	0	1	0	0	0	0
Cinder Seat	\$35	Kicktail Park	0	1	0	0	0	0
Cirquell Aquarium	\$3,500	Neon East	0	0	0	0	0	10
Classic Door	\$300	South Side Bridge	0	0	0	0	0	0
Clothesline	\$50	Skyline Beach	0	0	0	0	0	0
Community Bulletin Board	\$180	Central Station	0	0	0	0	0	1
Cone Sconce	\$75	Skyline Beach	0	0	0	0	0	1
Construction Couch	\$75	Kicktail Park	0	3	0	0	0	0
CornuCopious Canopy Bed	\$1,700	Cozmo Street	0	7	0	0	0	0
CornuCopious Super Sleeper	\$3,500	Cozmo Street	0	10	0	0	0	0
Coroner's Counter	\$111	The Foundry	0	0	0	0	0	0

OBJECT INDEX (BY OBJECT NAME)

Object	Price	Subculture	Bladder	Energy	Fun	Hunger	Hygiene	Room
Cosmic Lint	\$130	Neon East	0	0	0	0	0	2
Cozmo Chair	\$500	Cozmo Street	0	4	0	0	0	0
Deko Door	\$280	Cozmo Street	0	0	0	0	0	0
Deko Window	\$275	Cozmo Street	0	0	0	0	0	0
Designer Bookshelf	\$400	The Foundry	0	0	3	0	0	0
Diablo Supremo Espresso	\$450	The Foundry	0	2	0	0	0	0
Diet Chair	\$410	Neon East	0	3	0	0	0	0
Dish Duster Deluxe	\$1,000	Neon East	0	0	0	0	0	0
Do It Yourself Table	\$80	Central Station	0	0	0	0	0	0
DOT-12 Metal Dresser	\$300	The Foundry	0	0	0	0	0	0
Dungeon Door	\$250	Neon East	0	0	0	0	0	0
Duratallic Door	\$200	The Foundry	0	0	0	0	0	0
Econocactus Cheapskati	\$100	Gasoline Row	0	0	0	0	0	1
Econocactus Spikusdomesticae	\$90	Gasoline Row	0	0	0	0	0	1
Epikouros Kitchen Sink	\$500	South Side Bridge	0	0	0	0	3	0
Espresso NeoDeco	\$650	Cozmo Street	0	2	0	0	0	0
Excesutive Plasma TV Plasma TV	\$3,500	Cozmo Street	0	0	7	0	0	2
Exer-Cycle	\$190	All	0	0	0	0	0	0
Exer-CycloVortex Bravo Mod Kit	\$650	All	0	0	0	0	0	0
Exer-Cyclopter Alpha Mod Kit	\$330	All	0	0	0	0	0	0
Extra-Large Mini-Bonsai	\$165	Neon East	0	0	0	0	0	1
EZ-Stile Floor Lamp	\$175	Neon East	0	0	0	0	0	2
"Feed the Devil" Incinerator	\$30	Skyline Beach	0	0	0	0	0	0
Feenfinger Plant	\$70	Neon East	0	0	0	0	0	1
Femme De Luxe Lamp	\$70	Cozmo Street	0	0	0	0	0	1
FenestraKing Factory Window	\$180	The Foundry	0	0	0	0	0	0
Ficus Tree	\$150	South Side Bridge	0	0	0	0	0	1
Fire Barrel	\$50	Gasoline Row	0	0	0	0	0	1
Flame Decal Window	\$75	Gasoline Row	0	0	0	0	0	0
Floor Rug by Leopard Life	\$460	South Side Bridge	0	0	0	0	0	2
Flushitol Public Sink	\$250	Kicktail Park	2	0	0	0	2	0
Flushitol Public Toilet	\$400	Kicktail Park	6	0	0	0	0	0
Foam Bed	\$300	Kicktail Park	0	5	0	0	0	0
Food Day Banner	\$100	Neon East	0	0	0	0	0	1
Foot Light	\$60	The Foundry	0	0	0	0	0	1
Forminfunken End Table	\$150	South Side Bridge	0	0	0	0	0	1
Forminfunken Glass Table	\$500	South Side Bridge	0	0	0	0	0	1
Forminfunken Sideboard	\$150	South Side Bridge	0	0	0	0	0	2
Found Art	\$1,500	The Foundry	0	0	0	0	0	7
Freaky Frond	\$200	Diamond Heights	0	0	0	0	0	1
Fuzzy Logic Dishwasher	\$950	Diamond Heights	0	0	0	0	0	0
Gas Lamp Sconce	\$75	Cozmo Street	0	0	0	0	0	1
Gears for Rears Art Stool	\$100	The Foundry	0	2	0	0	0	0
GeneriCounter	\$89	Central Station	0	0	0	0	0	0
Glass-Topped Range	\$1,200	Diamond Heights	0	0	0	2	0	0
Gobs of Wrath Band Poster	\$750	Cozmo Street	0	0	0	0	0	3
Goza Mat	\$800	Neon East	0	0	0	0	0	1
Grabby Goosey Sculpture	\$3,000	The Foundry	0	0	0	0	0	9
Handi-Kart	\$200	Gasoline Row	0	0	0	0	0	0
Happy Heat Vent	\$50	Skyline Beach	0	0	0	0	0	0
HygiElite Luxury Shower Stall	\$800	Diamond Heights	0	0	0	0	7	0
IGOK Budget Dresser	\$300	Skyline Beach	0	0	0	0	0	0
Impact Traffic door	\$75	Central Station	0	0	0	0	0	0
Improvised Shelving	\$150	Kicktail Park	0	0	2	0	0	0
Improvised Table	\$90	The Foundry	0	0	0	0	0	0
IndustReal "Lil' Pincher" Sculpture	\$1,100	The Foundry	0	0	0	0	0	5

OBJECT INDEX (BY OBJECT NAME)

Object	Price	Subculture	Bladder	Energy	Fun	Hunger	Hygiene	Room
Iron Age Coffee Table	\$100	The Foundry	0	0	0	0	0	0
Jail Window	\$50	Gasoline Row	0	0	0	0	0	0
Japanese Chair	\$600	Neon East	0	5	0	0	0	0
Jewel Window	\$200	Cozmo Street	0	0	0	0	0	0
Jiggy Neon Lamp	\$85	Neon East	0	0	0	0	0	1
Justa Shower	\$800	All	0	0	0	0	5	0
Killer Chiller	\$145	Gasoline Row	0	4	0	0	0	0
Kustom Kouch	\$160	Gasoline Row	0	3	0	0	0	0
Kyoto Kolumn	\$50	Neon East	0	0	0	0	0	0
Laser Llama Classic Arcade Game	\$850	Neon East	0	0	5	0	0	0
Lawn Chair	\$135	Skyline Beach	0	2	0	0	0	0
Leopard Bloo Crouton Futon	\$600	Neon East	0	7	0	0	0	0
Lighter of the Gods	\$350	The Foundry	0	0	0	0	0	1
Lil' Padre Mission Bed	\$800	South Side Bridge	0	6	0	0	0	0
Llike You Llike I Llike	\$750	South Side Bridge	0	0	0	0	0	2
A Llama Mounted Head								
Lookin' Up Sconce	\$75	Gasoline Row	0	0	0	0	0	1
LoungeMaster "Master" Lounger	\$90	South Side Bridge	0	1	0	0	0	0
LoungeMaster Counter	\$267	South Side Bridge	0	0	0	0	0	1
LoungeMaster Dinette Chair	\$220	South Side Bridge	0	3	0	0	0	0
Love N' Haight Lamp	\$350	The Foundry	0	0	0	0	0	2
LuxoLeathera Arm Chair	\$450	Kicktail Park	0	3	0	0	0	0
LuxoLeathera Loveseat	\$920	Diamond Heights	0	6	0	0	0	0
LuxoLeathera Sofa	\$700	Diamond Heights	0	6	0	0	0	0
Manhole Cover	\$50	Kicktail Park	0	0	0	0	0	0
Manila 1000 Aquarium	\$3,800	Neon East	0	0	0	0	0	10
Manticore "Elite" Hot Tub	\$4,000	Skyline Beach	0	0	0	0	8	0
Marble Shower	\$900	South Side Bridge	0	0	0	0	6	0
Mental Machination Chess Upgrade	\$330	All	0	0	0	0	0	0
Mental Machination Matrix Upgrade	\$650	All	0	0	0	0	0	0
Mental Machination Station	\$180	All	0	0	0	0	0	0
MeowNow "Jungle" Sofa	\$450	Cozmo Street	0	5	0	0	0	0
MeowNow "Tiger" Lounge	\$450	Cozmo Street	0	0	0	0	0	1
MeowNow Folding Chair	\$300	Cozmo Street	0	3	0	0	0	0
MeowNow Loveseat	\$920	Cozmo Street	0	5	0	0	0	0
Modenist Rug	\$1,200	Diamond Heights	0	0	0	0	0	8
Modern Mission Bed	\$1,250	South Side Bridge	0	7	0	0	0	0
Modern Mission Bookshelf	\$350	South Side Bridge	0	0	3	0	0	0
Modernist Rug	\$295	The Foundry	0	0	0	0	0	1
Muscle Chair	\$80	Gasoline Row	0	1	0	0	0	0
Narcissim Renaissance Portrait	\$300	Diamond Heights	0	0	0	0	0	2
Native Urb Rug	\$1,550	Gasoline Row	0	0	0	0	0	3
Neon Nights Dresser	\$300	Neon East	0	0	0	0	0	0
Neon Sconce	\$80	Neon East	0	0	0	0	0	1
NeoNova "Nebula" Window	\$75	Neon East	0	0	0	0	0	0
NeoNova Boutique Window	\$125	Neon East	0	0	0	0	0	0
NeoNova Commercial Door	\$500	Neon East	0	0	0	0	0	0
Newspaper Box	\$50	Kicktail Park	0	0	0	0	0	0
No Exit Door	\$30	Central Station	0	0	0	0	0	0
NuMica Kitchen Counter	\$600	All	4	0	0	0	2	0
Office Bookcase	\$200	Diamond Heights	0	0	2	0	0	0
Opticluster Promotional Sign	\$3,250	Kicktail Park	0	0	0	0	0	10
Opticluster TriPortrait Frame	\$3,250	Diamond Heights	0	0	0	0	0	2
Opticluster Wall Poster	\$3,250	Kicktail Park	0	0	0	0	0	8
Pacific Chance Incorporated Machine	\$750	Neon East	0	0	4	0	0	0
Parking Meter Decoy	\$50	Kicktail Park	0	0	0	0	0	0

OBJECT INDEX (BY OBJECT NAME)

Object	Price	Subculture	Bladder	Energy	Fun	Hunger	Hygiene	Room
Patio Heater Lamp	\$300	Skyline Beach	0	0	0	0	0	2
Permanent Temporary Art	\$400	Neon East	0	0	0	0	0	2
PetUs Hold 'Em Print	\$400	South Side Bridge	0	0	0	0	0	2
Pig-Nic Bench	\$400	Gasoline Row	0	2	0	0	0	0
Pig-Nic Table	\$180	Gasoline Row	0	0	0	0	0	0
Pleasario Booth Bench	\$250	South Side Bridge	0	4	0	0	0	0
Pleasure In Panes Window	\$290	Diamond Heights	0	0	0	0	0	0
Political Art Statement	\$50	Central Station	0	0	0	0	0	1
Popping Cherries Print	\$750	Neon East	0	0	0	0	0	3
Power Palm	\$300	Diamond Heights	0	0	0	0	0	1
Pre-Blackened Door	\$150	Gasoline Row	0	0	0	0	0	0
PreposterPrivy	\$50	Cozmo Street	9	0	0	0	0	0
Providence Fern	\$35	Kicktail Park	0	0	0	0	0	1
Pyralene Lamp	\$125	Skyline Beach	0	0	0	0	0	1
Rakki Runo Center Table	\$250	Neon East	0	0	0	0	0	0
Rakki Runo Dinner Table	\$250	Neon East	0	0	0	0	0	0
Rakki Runo End Table	\$450	Neon East	0	0	0	0	0	2
Rakki Runo Grand Table	\$280	Neon East	0	0	0	0	0	0
Ravage Salvage Sink	\$50	Central Station	1	0	0	0	2	0
Reality Painting	\$300	The Foundry	0	0	0	0	0	2
ReclineTime Dining Table	\$575	South Side Bridge	0	0	0	0	0	2
Reclining Nude Painting	\$300	Diamond Heights	0	0	0	0	0	2
RefiExcellence Door	\$450	South Side Bridge	0	0	0	0	0	0
Reinforced Door	\$100	Gasoline Row	0	0	0	0	0	0
ResiStall Toilet	\$50	Central Station	2	0	0	0	0	0
Restaurant Lamp	\$200	Neon East	0	0	0	0	0	2
RetroOzone Refrigerator	\$900	All	0	0	0	10	0	0
Road House Juke Box	\$1,100	Gasoline Row	0	0	7	0	0	3
Rocker Locker	\$300	Central Station	0	0	0	0	0	0
Rolled-Up Door	\$100	Central Station	0	0	0	0	0	0
Safety Seat	\$95	Central Station	0	2	0	0	0	0
San Carlos Brass Bed	\$2,500	Diamond Heights	0	8	0	0	0	0
SaniSanity Toilet	\$1,200	Neon East	10	0	0	0	0	0
Savor Saver Iridium Fridge	\$2,200	South Side Bridge	0	0	0	6	0	0
Schipano Bros. Cycle Seat	\$150	Gasoline Row	0	2	0	0	0	0
Schnizzalator	\$210	All	0	0	0	0	0	0
SchnizzUp DanceAm Mod Kit	\$330	All	0	0	0	0	0	0
SchnizzUp SpinPro Mod Kit	\$650	All	0	0	0	0	0	0
Scraps Ranch Rag Rug	\$400	Skyline Beach	0	0	0	0	0	1
Scrawny Puppy	\$800	The Foundry	0	0	0	0	0	4
Scrounged TV	\$500	Gasoline Row	0	0	3	0	0	2
Sexi Plexi Window	\$50	Kicktail Park	0	0	0	0	0	0
Sham Tiger Skin Rug	\$2,200	South Side Bridge	0	0	0	0	0	8
Shoji Wall Lamp	\$75	Neon East	0	0	0	0	0	1
Sidewalk Grate	\$50	All	0	0	0	0	0	0
Sink King Deluxe Wash Basin	\$800	Diamond Heights	5	0	0	0	2	0
Slat Counter	\$150	Diamond Heights	0	0	0	0	0	0
Slumb R' Sleeper	\$1,320	Neon East	0	7	0	0	0	0
Solana Vista Window	\$300	Cozmo Street	0	0	0	0	0	0
Spill-proof Counter	\$200	Cozmo Street	0	0	0	0	0	0
Squarium Aquarium	\$3,800	Neon East	0	0	0	0	0	10
Stainless Steel Shower	\$550	The Foundry	0	0	0	0	4	0
Steamer Bench	\$100	The Foundry	0	3	0	0	0	0
Still Life #7166401	\$300	Diamond Heights	0	0	0	0	0	2
Subway Loveseat	\$50	Central Station	0	2	0	0	0	0
Subway Sofa	\$50	Central Station	0	2	0	0	0	0

OBJECT INDEX (BY OBJECT NAME)

Subway Vent Replica	\$50	Central Station	0	0	0	0	0	1
SUNOT Shop Light	\$75	The Foundry	0	0	0	0	0	1
Suped-Up Supper Table	\$150	Gasoline Row	0	0	0	0	0	0
Super Samurai Replica Sword Set	\$1,400	Neon East	0	0	0	0	0	6
Tailgater Table	\$160	Gasoline Row	0	0	0	0	0	0
The "Brut" by HydroHype	\$180	Cozmo Street	1	0	0	0	2	0
The "Frequent Fryer" Range	\$450	South Side Bridge	0	0	0	3	0	0
The "Junk Trunk" Dresser	\$300	Gasoline Row	0	0	0	0	0	0
The "Lookup" Table	\$300	Cozmo Street	0	0	0	0	0	1
The "Mouse Trap" Dresser	\$300	South Side Bridge	0	0	0	0	0	0
The "P4" Table	\$250	Cozmo Street	0	0	0	0	0	0
The "QuickEdit" Table	\$280	Cozmo Street	0	0	0	0	0	0
The "SculpToilette" Lavatory	\$500	Cozmo Street	7	0	7	0	0	0
The "Swank Plank"	\$700	Diamond Heights	0	0	0	0	0	0
The "Zambel" Table	\$600	Neon East	0	0	0	0	0	2
The Beast by LoungeMaster	\$350	South Side Bridge	0	5	0	0	0	0
The Catalytic Sybaritic Spa	\$6,000	Diamond Heights	0	0	0	0	10	0
The Cauldron Toilet	\$250	The Foundry	4	0	0	0	0	0
The Fantastic Autocrappic	\$1,000	Diamond Heights	9	0	0	0	0	0
The Green Lamppost	\$175	South Side Bridge	0	0	0	0	0	1
The Kitchen Sink	\$356	Gasoline Row	3	0	0	0	2	0
The Thing Commercial Freezer	\$2,500	Diamond Heights	0	0	0	8	0	0
The Torchinator	\$75	The Foundry	0	0	0	0	0	1
The Train Pane	\$65	Central Station	0	0	0	0	0	0
Touch O' Klass Lanterns	\$80	South Side Bridge	0	0	0	0	0	1
Tradesantia Simulata	\$85	Neon East	0	0	0	0	0	1
Traffic Cone	\$50	Kicktail Park	0	0	0	0	0	0
Travel Map Billboard	\$750	Neon East	0	0	0	0	0	2
Travel Map Wall Mount	\$750	Kicktail Park	0	0	0	0	0	2
Trolley Door	\$80	Central Station	0	0	0	0	0	0
Trumpet Vine Sconce	\$75	South Side Bridge	0	0	0	0	0	1
Tube Shelter Cot	\$600	Central Station	0	6	0	0	0	0
Tubular Black Light	\$75	Kicktail Park	0	0	0	0	0	1
TuffTowne Commercial Counter	\$150	Skyline Beach	0	0	0	0	0	0
Unfinished Dresser	\$300	Kicktail Park	0	0	0	0	0	0
UnUnfoldable Futon Sofa	\$700	Neon East	0	5	0	0	0	0
UpholsteRelic Chaise Lounge	\$700	Diamond Heights	0	6	0	0	0	0
UpholsteRelic Loveseat	\$920	Diamond Heights	0	6	0	0	0	0
Urban Sanitation Receptical	\$30	Kicktail Park	0	0	0	0	0	0
Used Dart Board	\$120	Gasoline Row	0	0	4	0	0	0
Utility Sink	\$500	The Foundry	3	0	0	0	2	0
Utopian Bench	\$65	South Side Bridge	0	4	0	0	0	0
Valkyrie Counter Sink	\$300	South Side Bridge	3	0	0	0	2	0
Vapor Vent	\$50	Skyline Beach	0	0	0	0	0	0
Video Veil Installation	\$2,850	The Foundry	0	0	0	0	0	8
Vine Weevil Floor Lamp	\$175	Neon East	0	0	0	0	0	1
Volks Grill	\$400	Gasoline Row	0	0	0	5	0	0
Wall Tank	\$3,250	Neon East	0	0	0	0	0	10
Wall-mounted TV	\$5,000	Diamond Heights	0	0	8	0	0	2
WantWaste Wastebasket	\$30	South Side Bridge	0	0	0	0	0	0
Warehouse Door	\$50	The Foundry	0	0	0	0	0	0
WaveFront Counter	\$220	Neon East	0	0	0	0	0	1
Western Roachweed	\$50	Skyline Beach	0	0	0	0	0	1
Witty Welders' Pub Table	\$185	Gasoline Row	0	0	0	0	0	0
WreckTangle Window	\$80	South Side Bridge	0	0	0	0	0	0
Wrobo Wrestler	\$500	Gasoline Row	0	0	5	0	0	0

OBJECT INDEX (BY OBJECT NAME)

Object	Price	Subculture	Bladder	Energy	Fun	Hunger	Hygiene	Room
Wrought Iron Door	\$120	Skyline Beach	0	0	0	0	0	0
X Marx The Xpot Bookcase	\$650	The Foundry	0	0	4	0	0	0
XLR8R Food Processor	\$250	Diamond Heights	0	0	0	1	0	0
ZetaTheta Double Sleeper	\$1,500	The Foundry	0	7	0	0	0	0
ZetaTheta Sleeper	\$750	The Foundry	0	6	0	0	0	0

SELLING OBJECTS

Objects can be sold back to any district store. If the object has been placed in any location, there'll be a significant loss for depreciation (-25% of original purchase price). If, however, the object was bought but never placed, you receive full price.

Object Limits
& Loss

There are several issues that affect how your objects perform, where you can place them, and how they can be lost.

FIRE CODE

The fire code governs how many objects can be placed in a location. If you exceed this limit, you do so at your own peril.

When the area is at its object limit, placing another object generates a warning from Captain Catastrophe and a rising chance of random fire.

Once this limit is exceeded, you must remove an object or some walls before you can place anything new.

Do yourself a favor and heed Captain Catastrophe.

BREAKAGE

Many objects break after being used. To return them to working order, direct your Urb to repair them.

The speed of the repair depends on the cost of the object. The more expensive it is, the longer the repair takes.



Repair ability is not tied to any learned mechanical skill and there's no chance of electrocution, even from electronic objects. Repair is a required course in Urbz' schools from kindergarten so everyone knows how to do it and do it safely.

The meter over your Urb's head during a repair shows the progress of the repair.

FLAMMABILITY

Your beloved objects can be burned and destroyed if a fire breaks out. If the object is one owned by your Urb, it quickly burns to useless (and Room score-depressing) ash if the blaze is not extinguished in time.



Fire!! What do you expect when juggling torches?

THE 411

Only objects your Urb purchases burn to ash. Objects already located in districts burn until the flames are extinguished. Then they return to normal.

Fire isn't totally preventable but it helps to know what causes it.

Objects: Objects with open flames (grill, stoves, gas heater, performance stage) have a 2 percent chance of igniting any adjacent object. Keep the area around these objects clear if possible.

Social Interactions: Blow Flame, Firecracker Dance, and Stink Bomb have a 1 percent chance of igniting a fire if the recipient is standing next to a burnable object.

Exceeding the Fire Code: If you place objects in a place already at its object capacity (fire code limit), there's a random chance of a fire until the total object count is reduced below the limit.

OBJECTS & BUILDING IN DISTRICTS



Fire can, as described, destroy objects but can also kill Urbz if they catch fire. They can, of course, be revived, but it's not a pleasant sight.



Captain Catastrophe to the rescue!

Fires are extinguished by summoning the Fire Department (aka Captain Catastrophe). He's summoned automatically if the fire is in a district but must be called via XAM if it's in your Urb's apartment.

REPOSSESSION



Fail to have enough money in your account when the rent comes due and Harry the landlord will take it out in trade.

Objects can also be lost via repossession. If you fail to pay rent on your apartments, Harry Snivel appears the next time your Urb returns home and extracts your debt in objects.



As long as you don't exceed the fire code, you can build out or redecorate most parts of the nine districts.

You may put your fingerprint on the city's districts, but there are some limitations.

- Most objects can be moved, rotated, and deleted but none can be sold or put in your Urb's inventory.
- Objects and building elements in VIP rooms can't be changed in any way.
- Doors may not be added to VIP rooms to create an alternate access route.
- Cash registers can't be sold or moved.
- Dumpsters, job objects, exterior walls, and armoires may not be moved, altered, demolished, or sold.

PETS

Pets are unlocked by furnishing apartments to a certain simoleon amount.

Bulldog: \$750 to 98th Avenue, Third Floor

Cat: \$3,000 to Blankwood Towers

Monkey: \$5,000 to Darius's Penthouse



Playing with a pet is great, and a free way to get Fun at home.

Once earned, a pet resides in its assigned apartment and cannot travel to any other location.

District-Only Objects



In a two-player game, Player 2 may not have pets.

Pets function primarily as Fun objects ("Play") but they can also be fed or commanded to follow your Urb around the apartment. Periodically (and inevitably) pets wet the floor. Pet puddles are a serious drag on Room score, so clean them up promptly.



No matter how well you care for your pets, they still occasionally pee on the floor.



Pet urination is inevitable but can be at least localized if you place the broken hydrant object (bought in Kicktail Park). Once it's in place, pets *always* pee on it rather than other places.



Pets may be commanded to follow but only do so around the apartment. Pets do not leave to accompany your Urb to districts.

Many interactive objects aren't available in stores but are prominently placed in districts and their VIP rooms. These objects usually possess many and various interactions that provide Fun, money, or some other surprise.

BEACH BLANKET

District(s): Skyline Beach



INTERACTIONS:

Sunbathe: During daylight hours, increases Fun, decreases Hygiene.

Moonbathe: During night, increases Fun, decreases Hygiene.

Make Out: Automatic, but only if two Urbz are on the blanket and they are in love. Increases relationship.

Nap: Increases Energy.

BUFFET TABLE

District(s): Diamond Heights



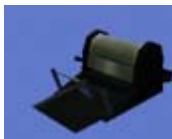
INTERACTIONS:

Grab a Snack: Snacks cost \$15, and satisfy Hunger.

Grab a Plate: Full meals cost \$20, and satisfy Hunger.

COUNTERFEIT MACHINE

District(s): Darius Penthouse



INTERACTIONS:

Mint Simoleons: If Mood is >30, an Urb can print money. It is played exactly like skill objects; the faster you press the button, the more money is printed (in \$500 increments).

CRAPS TABLES



District(s): South Side Bridge

INTERACTIONS:

Bet \$10, \$25, \$50: Game pays off 2 to 1 with a 55 percent chance of winning. Increases Fun.

Cheat Bet \$500: 48 percent chance of winning plus additional probability (up to 78 percent total) based on your Urb's Rep. If your Urb wins, there's a big payoff (\$1,000). If you lose, the "cheater alarm" goes off, all South Side Bridge members take turns attacking, and your Urb can't use the tables until next day. Satisfies Fun.

DANCE MACHINE

District(s): Neon East



INTERACTIONS:

Dance: Costs \$20.

Dance moves depend on Artistic Skill.

Satisfies Fun, depletes Hygiene.

Watch: Observers cheer, shrug, or boo based on your clothing, Artistic skill, and Rep. Satisfies Fun.

DANCING VAN

District(s): Cozmo Street, Skyline Beach



INTERACTIONS:

Street Dance: Dance animations depend on Mood. Satisfies Fun.

Ask to Join: Invite an Urb to join the dance.

Join: Only available in two-player mode. Join the other player in dancing to satisfy fun.

DRAW RACE

District(s): Gasoline Row

INTERACTIONS:

Race: Costs \$25. Urb revs bike to wait for another Urb to join. After waiting, you begin the race solo or with other Urb. Urb with higher Mood wins \$50. Satisfies Fun.

Watch Race: Satisfies Fun.

Join: Mount second bike for competitive race. Satisfies Fun.



FIGHT CAGE

District(s): Central Station

INTERACTIONS:

Fight (\$25): Urb enters cage and waits for challenger. The invitation can be accepted automatically or you may do Ask to Join on another Urb. Urb with higher Mood wins \$50. Satisfies Fun (more for win than loss). Depletes Hygiene.

Watch: Urb can watch cage when empty or inhabited. Satisfies Fun in either event, but less when cage is empty. Observers get +2 relationship toward winner.



DRINK BAR

District(s): South Side Bridge, Gasoline Row, Neon East

INTERACTIONS:

Pour Drink (\$5): Pours a single drink that costs more than vending machine drinks but satisfies Fun in addition to Hunger.

Pour Drinks (\$15): Pours a tray of six drinks that cost more than vending machine drinks but satisfy Fun in addition to Hunger.



FOUNTAIN

District(s): Kicktail Park, Diamond Heights

INTERACTIONS:

Grind: Urb skateboards on fountain, satisfies Fun. If mood is low, Urb falls and dies (temporarily). Central Station and Kicktail Park Urbz do this autonomously.

Splash: Urb takes a bath in the fountain. Satisfies Fun and Hygiene. Foundry, Cozmo Street, and Neon East Urbz do this autonomously.



DUMPSTER

District(s): All

INTERACTIONS:

Dive: Urb jumps in and rummages around. Depletes Hygiene but offers a small chance of finding a random Power Social object.



FASHION RUNWAY

District(s): Diamond Heights

INTERACTIONS:

Model: Satisfies Fun.

Watch: Observer cheers, boos, or shrugs based on difference in district. The further apart the districts on the Subculture Wheel, the more hostile the reaction. Satisfies Fun.

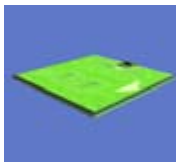


GOLF DRIVING RANGE

District(s): Darius's Penthouse

INTERACTIONS:

Hit Balls: Sound effect of impact is random. Satisfies Fun.



GRAFFITI WALLS

District(s): Many

INTERACTIONS:

Tag: Choose which subculture's tags to



paint (Central Station, Skyline Beach, Kicktail Park). Satisfies Fun, depletes Hygiene.

Clean Up: Diamond Heights, Cozmo Street, South Side Bridge, Gasoline Row, Neon East, Foundry. Satisfies Fun, depletes Hygiene.

View: Approval or disapproval depends on subculture of Urb versus subculture of tag.

Graffiti Walls in Central Station, Skyline Beach, and Kicktail Park are the targets of the Kicktail Park secret mission (Tag Line).

HELIUM BAR

District(s): Kicktail Park

INTERACTIONS:

Inhale Helium: Satisfies Fun and Energy.



HYDRANT

District(s): Many

INTERACTIONS:

Open Valve: Water sprays from hydrant
Close Valve: Turns off water.

Wash in Spray: Satisfies Hygiene. Urb may get knocked down.

Play in Water: Satisfies Fun. Urb may get knocked down.



ICE CREAM VENDING MACHINE

District(s): Kicktail Park

INTERACTIONS:

Order Ice Cream (\$15): Urb receives and consumes ice cream.

Satisfies Hunger, depletes Bladder.

Major Monkey Show (\$100): Starts machine's light show.

Shake Machine: Small chance Urb gets a free ice cream. If mood is low, the machine shakes back, killing Urb (temporarily).



PARKED BIKES

District(s): Gasoline Row

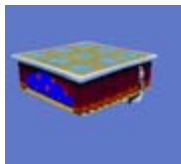


INTERACTIONS:

Admire: By "admire," you mean kick the row of motorcycles over like dominoes. This satisfies Fun but all Gasoline Row denizens line up to attack you (unless your Urb's Rep is very high).

PERFORMANCE STAGE

District(s): Cozmo Street



INTERACTIONS:

Juggle: Urb juggles flaming clubs. Quality of performance depends on mood; if mood is low, Urb drops clubs and sets watching Urb on fire, reducing relationship by -25 (once the flaming Urb has been revived). Satisfies Fun and, if successful, results in tips from observers.
Swallow Swords: Urb swallows swords. If mood is low, Urb messes up and dies (temporarily). Satisfies Fun and, if successful, results in tips from observers.
Perform Beat Box: Urb raps on stage. If mood is low, Urb can get electrocuted and die (temporarily). Satisfies Fun and, if successful, results in tips from observers.
Watch: Spectators cheer, shrug, or boo based on your Urb's clothing, Artistic skill, and Rep.

RAVE TOWER

District(s): Neon East

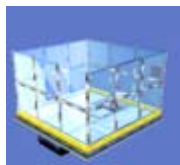


INTERACTIONS:

Turn On: Switches tower on.
Dance: Urb dances. Satisfies Fun.
Join: Urb joins Urb already dancing. Satisfies Fun.
Watch: Watches tower flash and pulse. Satisfies Fun.
Turn Off: Switches tower off.

ROBOT BATTLE CAGE

District(s): Foundry



INTERACTIONS:

Battle (\$50): Robotic combat with another Urb. Urb with highest mood wins \$100. Both Urbz get Fun but winner gets more.
Challenge (\$50): Challenge another Urb.
Join (\$50): Join a fight in progress.
Watch: Satisfies Fun.

ROBOT STREET PERFORMER

District(s): Kicktail Park



INTERACTIONS:

Tip (\$5): Robot mime performs.

ROULETTE TABLES, SOUTH SIDE BRIDGE

District(s): South Side Bridge



INTERACTIONS:

Bet Red/Black (\$50): Game pays off 2 to 1 with a 55 percent chance of winning. Increases Fun.
Bet Number (\$50): Game pays off 2 to 1 with a 19% chance of winning. Increases Fun.
Cheat Bet (\$500): 20 percent chance of winning plus additional probability (up to 50 percent total) based on your Urb's Rep. If your Urb wins, there's a big payoff (\$1,000). If you lose, the cheater alarm goes off, all South Side Bridge members take turns attacking, and you can't use the tables until the next day. Satisfies Fun.

VENDING MACHINES

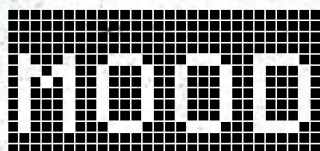
District(s): Many



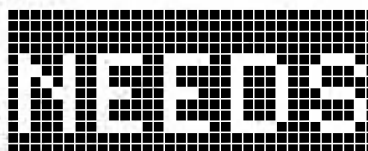
INTERACTIONS:

Buy Drink (\$10): Satisfies Energy but depletes Bladder.
Buy Energy Drink (\$20): Satisfies Energy (more than standard drink) but depletes Bladder.
Buy Chips (\$15): Satisfies Hunger, depletes Bladder.
Buy Llama Jerky (\$30): Satisfies greater Hunger, depletes Bladder.
Kick Machine: There's a slight chance the machine will give a free item.

There's a small chance the machine will randomly reject the Urb's money; the Urb will automatically Kick Machine. Urbz from some subcultures who have low playful/serious personalities will smash the can on their forehead (drink) or toss their trash on the ground (food).



AND



Urbz' ability to function is dictated by their overall sense of well being, or mood.

Mood is extremely important to an Urb's ability to socialize and develop skills. Mood, in turn, is the product of five basic needs: Energy, Hunger, Hygiene, Fun, and Bladder.

This section describes how mood and needs function and what effect they have on what your Urb can do.

HOW NEEDS WORK

Needs are measured from a low of -100 (failure) to 100 (full satisfaction). These numbers don't actually appear in the game but are represented by the Needs meter bars (from left to right).



The Needs meters are located in the lower left corner. The amount of green indicates each need's current level.

When a need changes, a pulse moves along the meter in the direction of the change. If the need is being satisfied, a green pulse moves from left to right. If it's being depleted, a red pulse moves from right to left.

NEED DECAY

All needs decay over time, dropping toward -100 if you do nothing to replenish them. How fast each need drops and what affects it are, however, unique to each.

Generally, needs decay at a constant rate, but some are varied by the level of the need. For example, as Hunger nears -100, decay slows to allow your Urb as much time as possible to get a meal.

THE 411

During parties at your Urb's apartment, some needs decay more slowly. Fun, however, decays faster to encourage participation in Fun activities.

LOW NEED ALERTS

Urbz signal that a need is low by displaying thought bubbles for the specific need. The more dire the need's level, the faster the thought bubble icon flashes.



If you see a need's symbol flashing red over your Urb, a need is dwindling.

If Energy is low (less than -25) your Urb walks differently, dragging along slowly each time you see your low-need thought.

If Hygiene is low, you notice flies suddenly becoming attracted to your Urb.

NEED SATISFACTION

To rebuild a need, your Urb must do things that satisfy the need. For example, to satisfy the Bladder need, the Urb must regularly use a toilet. To replenish Energy, you must sleep, sit, or have an energy drink.



Needs are filled by interacting with objects that satisfy it.

Generally, an object's ability to replenish a need is reflected in its cost and its need rating in the shop catalog. The more expensive an object is, the higher its need rating, and the more completely it can fulfill the need. Beds, for example, have varying maximums for Energy satisfaction. A cheap bed raises Energy only to 70, no matter how much time your Urb spends in it; an expensive one gets your Urb fully rested. Incomplete satisfaction means more frequent trips to the object.

MOOD

Mood is the average of all five motives at any given time. It too is measured on a scale of -100 to 100. It is represented visually in the lower left corner of the screen; above zero, the face is smiling, below it, frowning.



Mood is shown the left of the Needs meters. The worse your Urb's mood, the more sour the face's expression.

Mood is a weighted average. In other words, how high or low a motive is dictates how much it contributes to mood. A stunning example of this is Bladder. Until it gets well below 0, Bladder has a steadily decreasing effect on mood. At around -50, its mood contribution is magnified, becoming sharply more so as it approaches bottom. The reason for this is understandable: an empty bladder has little effect on your feeling of well being, but a full one gets your attention.

Other than Bladder and Hygiene, all other needs are weighted so they impact mood most both when they're very high or very low.

HUNGER



Hunger Need Icon

Hunger represents your Urb's need for food or drink.

DECAY

Hunger decreases steadily over time, and nothing changes the rate of this downward crawl except being asleep, sitting, or chemical stimulation (coffee or energy drinks).

SATISFYING HUNGER



Hunger is satisfied by eating.

There is much you can do to streamline the process of satisfying Hunger with respect to the amount of time your Urb spends cooking and the amount of satisfaction your Urb gets from food.

FOOD SOURCE

There are several ways to get food.

1. **Cooked Foods from a Refrigerator:** This should be your nutritional mainstay. A fully functional kitchen (fridge, prep area, and cooking equipment) is crucial to this process.
2. **Uncooked Foods from a Refrigerator:** Without the other essential elements of a working kitchen, refrigerators are a source of cold, unsatisfying, but cheap baseline nutrition.
3. **Order Chinese Food:** Your XAM phone can get you a meal, but it costs a lot of money.
4. **Grilled Food from the Sausage Grill**
5. **Food from Vending Machines**
6. **Buffet Tables in some Districts' VIP Rooms**

Food Preparation



Kitchen layout is important for efficient cooking. Remember: refrigerator, countertop/food processor, stove.

For kitchen-cooked foods, the Hunger value can be modified by several factors. Each of these steps should be taken into account when designing your Urb's apartment.

THE 411

All Urbz have top-notch cooking ability (they learned it while living in the suburbs), so there's no need or even opportunity to study it.

Fire risk is, therefore, a function of very low chance and proximity of flammable objects rather than the cook's acumen at the stove.

1. **The Kind of Refrigerator:** The more expensive the fridge, the more nutritional the meals it contains.
2. **The Kind of Meal:** A snack carries far less nutritional oomph than a full meal, so the raw materials do count.
3. **Food Preparation Area:** Countertops bestow a fixed amount of Hunger points to food prepared on them (the same for all regardless of price). For added speed and Hunger points (double those from a countertop), place a food processor on the counter right between your refrigerator and your stove.
4. **Cooking Appliance:** The more expensive the cooking appliance, the more Hunger points it adds to the meal.

MOOD IMPACT

Hunger's impact on mood is amplified when it's fully satisfied and when it's critically low. From 100, it drops steadily, leveling out until it reaches -20. At this point, its impact begins to grow again as Hunger nears rock bottom.

FAILURE STATE

Reaching -100 in Hunger is no laughing matter. The result is death. Fortunately, Captain Catastrophe is always on call.

HYGIENE



Hygiene Need Icon

Hygiene reflects your Urb's bodily cleanliness. Regular care is required to prevent your own stink from dragging down your mood.

DECAY

Over time, Hygiene decays gradually and steadily. The drop is quicker if you do messy things or fail to make it to a toilet before an accident, or use the fight cage or other physically demanding objects.

SATISFACTION



Showers are the fastest way to satisfy Hygiene.

Satisfying your Hygiene motive is a simple matter of washing up. Most of this is done in showers or tubs, but hands can be washed in sinks. A soak in a hot tub is also good for Hygiene.

MOOD IMPACT

Your Urb doesn't much notice low Hygiene until it's well into negative territory (-40). At that point, its impact on mood climbs suddenly, growing worse as your Urb accumulates filth.

FAILURE STATE

Other than the embarrassment of B.O. and swarming flies, there is no failure state for Hygiene.

ENERGY



Energy Need Icon

Energy represents your Urb's need for sleep — real, unconscious sleep. Without it, Urbz can't function.

DECAY

The drop in Energy is a slow and steady one. It can be hastened by engaging in strenuous activities like dancing.



Energy needn't always be replenished in a bed, but it should be at least every other day or it becomes difficult to keep alert.

It's very, very important that your Urb get rest in an actual bed (either in a district's squatter space or your own apartment). Every day your Urb goes without increasing Energy by at least 25 points via a *bed only*, the rate of Energy decay doubles. Go one day feeding Energy with only coffee and bench naps and decay rises to twice the normal rate. Avoid bed for another day and the rate is quadruple the normal speed. And so on.

SATISFACTION

You can replenish Energy in three ways: sitting, sleeping, or chemical intervention.

Your Urb can sit or stretch out on a chair, a bench, sofa, or bed. The best Energy satisfaction comes from a full night's (or day's) sleep in an expensive bed.



Even sitting replenishes Energy.

An alternative to sleep is the artificial Energy boost of a cup of strong coffee or espresso or an energy drink. The fixed effect isn't huge (proportional to the coffee object's cost), but it gets you a little more time at a party. On the downside, caffeine speeds the decay of your Bladder motive.



A hit of coffee or energy drink does the trick, too, but expect to visit the bathroom more often.

MOOD IMPACT

Energy dramatically improves mood when it's high. The effect becomes less intense as the need depletes, and levels off in the middle range. When it descends to -40, the mood impact begins to grow again, climbing quickly as total exhaustion (-100) nears.

FAILURE STATE



Energy-depleted Urbz look exhausted when they walk. For heaven's sake, get her to a bed!

If allowed to bottom out, Energy causes Urbz to fall asleep on the floor where they're standing. They can't claw back to their feet until they've replenished a bit of Energy. Unfortunately, this can take a while, because the cold, hard floor restores Energy very slowly.

Passing out in public can get you a fine from the cop if he's nearby.

BLADDER



Bladder
Need Icon

Bladder motive is your Urb's need to occasionally take the pause that refreshes. When your Urb is at home, it's easy to take care of Bladder, but be mindful of the nearest toilet when you're out and about.

DECAY

Bladder declines steadily with time, but is easily accelerated by any consumption of food or beverage. Coffee and espresso are particularly damaging to Bladder.

SATISFACTION



Bladder is normally satisfied with a toilet.

Obviously, you satisfy Bladder by using toilets. The quality of the toilet determines how fast Bladder is restored to full.

The other way to satisfy Bladder is to wait until it's totally depleted and let loose on the ground. There are, as you'll see, prices to pay for this behavior (both hygienic and financial).

MOOD IMPACT

Bladder impacts mood lightly until it reaches -60 and then more severely as it nears bottom, quintupling in effect as crisis approaches.

FAILURE STATE

If Bladder hits -100, Urbz do the only thing they can: relieve themselves where they stand. This refills Bladder motive to full but demolishes Hygiene. If the cop is nearby, there's also a hefty fine for public urination.

FUN



Fun Need Icon

Every Urb needs diversions from the demands of constant socializing and cruising about town. Every Urb enjoys and is autonomously attracted to every Fun object, regardless of subculture.

DECAY

Decay is a slow, steady process for Fun, dropping steadily over time away from any Fun object.

SATISFACTION



Fun can be had at any entertaining object, though the amount varies.

Satisfy Fun by using Fun objects. Urbz of all subcultures get the same amount of Fun (both in terms of speed and maximum) from each Fun interaction.

The amount of Fun depends on the kind of Fun. There are four:

Extended Fun:	Urbz use these objects until a set maximum Fun increase is reached.
One-Time Fun:	These objects provide a fixed boost to Fun, but can be re-entered for another dose of the same magnitude.
Timed Fun:	Interactions last a fixed amount of time. To get more Fun out of the object, your Urb may re-engage for another session.
Endless Fun:	These objects impart Fun until you can't take any more. An Urb can, for example, linger in a hot tub until Fun, Comfort, and Hygiene are at maximum.

MOOD IMPACT

Fun affects mood most when it's very low (-40 to -100) or very high (40 to 100).

FAILURE STATES

There is no failure state for Fun; your Urb is just in a very bad mood.

ROOM (HIDDEN)

Room, a hidden need, has no impact on mood but is at work behind the scenes for other purposes.



How long visitors stay depends in part on Room score. You can't observe it, so keep your eyes peeled for trash and pet messes and insure against low Room score with plenty of nice decorative objects.

Room need is unique, behaving very differently both in how it's satisfied and how it decays. Room is an Urb's instantaneous reaction to his *immediate* surroundings. If they're full of decorative objects and tidy, Room score is high. If not, it is low.

Room need comes into play in only two circumstances, in certain job objects and visitation.

In two jobs, Mazuiko's Sushi and Will's Libation Station, one of the job tasks is to throw away the customers' trash. This trash reduces Room score; if it gets too low, you fail at the job.

When visitors come to call at your Urb's apartment, they leave if Room score is too low. As long as there are a few decorative objects around and no pet puddles or trash littering the floor, this shouldn't be a factor.

The price of a decorative object suggests how much it contributes to Room score. The greater the outlay, the more impact the object has.

DECAY

Room motive doesn't decay, but drops if some negative element, such as trash, is introduced, or your Urb moves to a room with a lower Room score. Room score is reduced by the presence of:

- Full Trash Cans
- Puddles: From overflowed toilets, leaking showers, pets, or Bladder accidents
- Fly-Infested Food
- Trash on the Floor
- Dirty Showers, Bathtubs, and Toilets
- Broken Objects
- Dead Plants

SATISFACTION

Only objects can increase Room score. Generally, the more expensive the object, the more Room score it imparts.

MOOD IMPACT

None.

FAILURE STATES

None.

SOCIAL (HIDDEN)



Social need is only visibly at play when glad-handing the customers in Level 2 and 3 jobs.

Social is your Urb's need for interaction with other Urbz. Nothing else can satisfy it. In *The Urbz™: Sims in the City™*, however, Social is an invisible need that has no impact on mood. It drives your Urb to socialize when they act autonomously and it's also at play in job objects that require mingling with the customers.

DECAY

Social degrades at a constant rate when your Urb is not engaged in interactions with other Urbz. The longer the isolation, the lower the Social motive becomes.

Since Social is an invisible need, its level is not normally observable, nor does it need to be. In jobs that call for socializing, the bar for that task is actually a reflection of Social motive and is all you need to know.

SATISFACTION

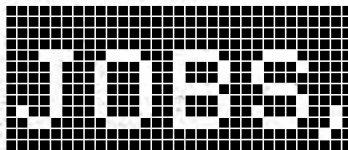
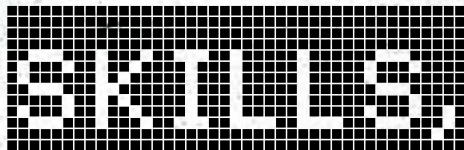
Social motive is satisfied by social interactions. How much social satisfaction you receive depends on many factors, including the kind of interaction and how it's received.

MOOD IMPACT

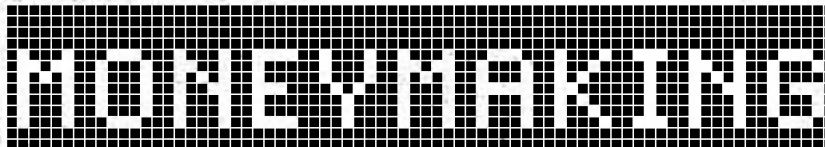
None.

FAILURE STATE

None



AND



Working for a living is how green Urbz from the 'burbs make their way in this big city. Every district has a job that your Urb can perform to earn hard cash.

Advancing in these jobs, however, requires the development of three fundamental skills (Physical, Mental, and Artistic); each job requires two of the three.

This section describes the economic world of *The Urbz™: Sims in the City™* and how to build a sound financial future.

SKILLS

Though skills are not required to work at the entry level of each job object, they are necessary to get to the higher-paying job levels (and unlock the more powerful social interactions tied to them).

Urbz can develop three skills:

PHYSICAL
MENTAL
ARTISTIC

Each skill is measured on a scale of one to 30, with each progressive level easier than the one before.

Basic skill objects, however, only develop skill to level 10. To move beyond that limit, the object must be upgraded by purchasing upgrade kits from the stores. The first upgrade enables the machine to build to Level 20 and the third goes to 30. Increasing Rep score also gradually unlocks these kits.

Mental Machination Chess Upgrade (\$330):	75
Exer-Cyclopter Alpha Mod Kit (\$330):	110
SchnizzUp DanceAm Mod Kit (\$330):	150
Mental Machination Matrix Upgrade (\$650):	200
Exer-CycloVortex Bravo Mod Kit (\$650):	255
SchnizzUp SpinPro Mod Kit (\$650):	320

SKILL OBJECTS & UPGRADES



Skill object and upgrade rewards are signaled with this icon.

Each skill has one corresponding object with which it is built. These objects are available in the stores of all districts only after each object is unlocked via Rep score:

Mental Machination Station (\$180):	25
Exer-Cycle (\$190):	45
Schnizzalator (\$210):	70



When you've maxed out a skill object and acquired its next upgrade, the Upgrade interaction on the machine becomes available.

THE 411

To upgrade a skill object, you must have the skill object placed in a location and the upgrade kit in your Urb's inventory. You must also have topped out the skill object in question (you can't upgrade a basic skill object until reaching Level 10 in its skill).

The Upgrade interaction on the skill object consumes the upgrade kit (removing it from inventory) and transforms the object into its upgraded form.

JOB OBJECTS

BUILDING SKILL

Skills are built by interacting with a skill object.

When the Urb engages with a skill object, a vertical meter appears over the device. This meter is topped by a "bonus zone" in the top 10 percent and a rotating icon that fills to represent progress toward the current skill level.



Optimal skill acquisition happens when the indicator is in the top of the skill meter.

To elevate the meter's indicator, repeatedly press the designated button. The fastest and most efficient skill development occurs when the meter's indicator is high or, ideally, within the bonus zone.



When your Urb gains a skill level, the level's number floats over the machine.

When the rotating progress icon fills, the number of the just-earned skill level appears over your Urb's head and the icon empties to display the next skill level development.

Your Urb stays on the skill object until one of three things happens:

- You manually exit the device.
- Mood or an individual need drops too low.
- The object's maximum skill level is achieved.

NEED DECAY & KICKOUT

If mood or an individual need is below -75, your Urb is barred from using skill objects and is kicked out if they're already using one.

When using the Mental skill object, Fun decays at a faster rate than normal. Physical and Artistic objects cause Energy to decrease more quickly.



Look for the yellow simolean symbol to locate a district's job.

In each district, marked by a yellow spinning "\$" sign, is an object representing that district's job. This job can be worked during business hours to earn money and social interactions, both of which are crucial to success in the reputation game.

JOB LEVELS

Each job object has three levels, each with a skill requirement (in two skills), time limit, progressively higher pay, a different social unlock, and added responsibilities.

HOURS

All jobs are available to play between 4 a.m. and 11 p.m.

HOW TO PLAY

Interact with the job object and select which job level you want to play. Any level for which you lack the requisite skill or which hasn't been unlocked by successfully completing the previous level is not available.

A job requires your Urb to maintain a set of job needs; fail in any of them and you don't get paid. Think of each need as a task that must be performed during the shift. The number of tasks increases with each promotion level.



When in a job, the mood and needs meter are replaced with the job performance and job needs meters. Keep them all filled if you want to get paid.

Overall job score is indicated in the circle in the lower left corner (replacing your mood indicators). Performance is measured as the average the job needs levels. Keep this indicator green to succeed in the workplace.



The faster you work the job and the more items Urbz buy, the more money you make.

Job pay comes from two things: sales and bonuses. While your Urb is working the job, other Urbz are buying the items he's creating from a bin nearby. Your Urb gets a cut of every sale, so keep the bins full by working the machine as much as other job needs allow. At the end of a successful shift, your Urb also receives a sizable bonus that grows with each promotion level.



Press the button combinations accurately and the pace of the game gradually increases.

In each job, the primary task is to press displayed button combinations as quickly and accurately as possible. If you strike the wrong button, the current combination is reset and you must start over. This task generates things that the job object "sells" to customers, so it is always the highest-priority task.



Job needs and your Urb's own needs are related but not identical. To maximize your Urb's job performance, top off all applicable needs before starting work (consult each job to see which needs will be measured). All irrelevant needs are frozen during the job shift.



Know where the appropriate need satisfaction objects are near the job site so you can get back to work quickly.

Other tasks involve periodically doing specific actions or maintaining a specific Urb need. For example, a job may require your Urb to keep up his Hygiene. When the meter for this job need runs low, disengage from the job object (with the designated disengage button) and find the closest object that satisfies that need (i.e. a sink). When that meter is full, return to the job object or fulfill any other sagging job needs.



Satisfaction of job-related needs is much faster when you're in job mode than in normal play. For example, sinks fill hygiene at three times the normal rate. Decay of relevant needs is also ramped up while working.



The assistant isn't much help, but he can perform some tasks for you. Mostly, however, make sure his required need is occasionally fulfilled so he doesn't cost you your job.

On top promotion levels, the final job need concerns the well-being of the job assistant, J.J. Bradley. To satisfy the task, you must keep some specific need of the assistant from failing. Doing this requires switching to that Urb (by pressing the Switch Urb button for your appropriate console) and directing him to an object that satisfies that need. If, for example, you're required to keep the assistant awake, switch to him, direct him to sit on a bench or sofa nearby, and switch back to your primary Urb to complete other tasks.



You may quit a job before it's over by using the object's Quit Job interaction but your Urb won't get paid the bonus.

Failing at a job means that your Urb does not get the job level's bonus payout and doesn't unlock its social interaction or the next promotion level.

JOBS

CRISPIN'S CAULDRON (FOUNDRY)



District:	Foundry
Job Boss:	Crispin Black
Skills:	Artistic and Physical
Needs:	Energy, Bladder, Social, Fun (assistant)

CRISPIN'S CAULDRON

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
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Amateur Sculptor	\$300	–	–	–	Buzz
Sculptor	\$720	–	–	10	Lounge Lure
Master Sculptor	\$2,640	–	–	30	Paparazzi Pop

NEED 1: MAKE IRON SCULPTURES (SCULPTURE AVAILABLE)

Play the job object. Need is built by creating sculptures and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: COOL (ENERGY)

Replenish your Urb's Energy need with an energy drink from the vending machine or take a seat on the benches just outside the job room. Decay rate is based on the speed of statue-making.

NEED 3: BLADDER

Use the toilet in the café bathroom. Decays steadily during job.

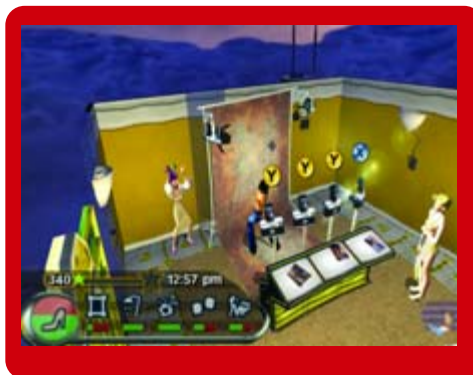
NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT FROM BEING BORED (FUN)

Switch to the job assistant and direct him to Check Out the art or go read a book in the café. Assistant's Fun decays steadily.

DIVA'S SNAP SHOTS (DIAMOND HEIGHTS)



District:	Diamond Heights
Job Boss:	Diva Roma
Skills:	Physical and Artistic
Needs:	Hygiene, Fun, Social, Energy (assistant)

DIVA'S SNAP SHOTS

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
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Amateur Model	\$530	–	–	–	Fake Punch
Fashion Model	\$900	–	–	10	Grab Booty
Super Model	\$2,750	20	–	20	Body Slam

NEED 1: POSE FOR PHOTOS (PHOTOS AVAILABLE)

Play the job object. Need is built by creating photos and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: HYGIENE

Satisfy Hygiene at the sink in the corner. Depleted by the speed of job performance.

NEED 3: FUN

Dance to the stereo in the job room. Depletes steadily.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT AWAKE (ENERGY)

Switch to the assistant and direct him to have a seat or get an energy drink from the vending machine in the elevator lobby.

DUKE'S CHOP SHOP (GASOLINE ROW)



District:	Gasoline Row
Job Boss:	Duke Headbutt
Skills:	Mental, Physical
Needs:	Hunger, Social, Energy (assistant)

DUKE'S CHOP SHOP

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Chop Shop Flunky	\$300	–	–	–	Head Butt
Bike Stripper	\$1,080	–	10	–	Tuck N Hug 360
Chop Shop Master	\$2,420	–	20	20	Mock

NEED 1: STRIP BIKES (PARTS AVAILABLE)

Play the job object. Need is built by creating bike parts and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: BARBECUING SAUSAGES (SAUSAGES AVAILABLE)

Use the sausage grill outside to cook sausages. Depleted as Urbz buy cooked sausages.

NEED 3: HUNGER

Have a sausage for yourself.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT AWAKE (ENERGY)

Switch to the assistant and direct him to on a chair near the job room.

ISIS' FERRET BOXING (SKYLINE BEACH)



District:	Skyline Beach
Job Boss:	Isis Ice
Skills:	Mental, Physical
Needs:	Bladder, Energy, Social, Hunger (assistant)

ISIS' FERRET BOXING

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Ferret Wrassler	\$410	–	–	–	Back Slap
Ferret Tamer	\$1,080	–	10	–	Sign Language
Ferret Master	\$2,090	–	30	20	Tag Face

NEED 1: FERRET TAMING (FERRETS AVAILABLE)

Play the job object. Need is built by boxing up the ferrets for sale and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: BLADDER

Satisfy this need in the nearby toilet stalls. Decays steadily.

NEED 3: ENERGY

Grab an energy drink from the vending machine nearby. Decays steadily.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): FEED ASSISTANT (HUNGER)

Switch to the assistant and direct him to grill and eat sausages from the nearby grill.

LOUIE'S FLAMEWORKS (SOUTH SIDE BRIDGE)



District:	South Side Bridge
Job Boss:	Louie Bricks
Skills:	Artistic and Mental
Needs:	Social, Fun (assistant)

LOUIE'S FLAMEWORKS JOB

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Junior Pyro	\$450	-	-	-	Knuckle Up
Pyrotechnician	\$720	10	-	-	Suck Face
Master Pyro	\$1,980	20	20	-	Bite

NEED 1: MAKE FIRECRACKERS

Play the job object. Need is built by making firecrackers and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: KEEP MACHINE REPAIRED

Repair the job object periodically with the Repair interaction. Decay rate depends on how fast you perform on the job object.

NEED 3: SABOTAGE OTHER MACHINES

Locate the other machine in the next room and do the Sabotage interaction on it. Decays as the other machine is repaired.

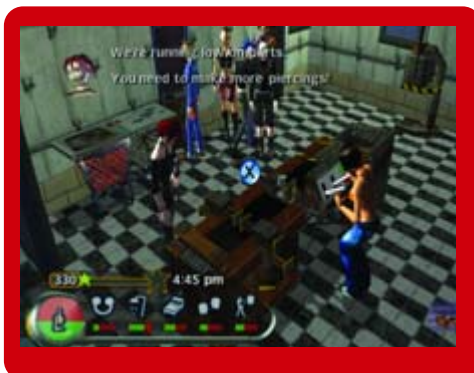
NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT FROM BEING BORED (FUN)

Switch to the assistant and direct him to play with the video game cabinet in the corner.

MARY'S PUNCTURE STATION (CENTRAL STATION)



District:	Central Station
Job Boss:	Scary Mary
Skills:	Artistic and Physical
Needs:	Hygiene, Energy, Social, Social (assistant)

MARY'S PUNCTURE STATION

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Junior Piercer	\$300	-	-	-	High Five
Piercer	\$1,080	-	-	10	Smoke Trick
Master Piercer	\$1,870	20	-	30	Hyper Shock

NEED 1: MAKE PIERCINGS (PIERCINGS AVAILABLE)

Play the job object. Need is built by making piercings and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: HYGIENE

Wash hands in the sink in the job room. Hygiene decays steadily.

NEED 3: ENERGY

Grab and energy drink from the vending machine nearby. Decays steadily.

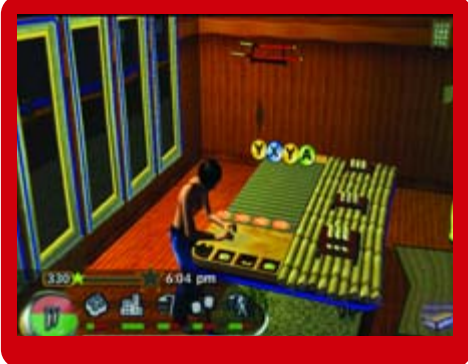
NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): FEED ASSISTANT (HUNGER)

Switch to the assistant and direct him to socialize with the customers.

MAZUIKO'S SUSHI BAR (NEON EAST)



District:	Neon East
Job Boss:	Mazuiko Jackson
Skills:	Mental and Artistic
Needs:	Room, Hygiene, Social, Hygiene (assistant)

MAZUIKO'S SUSHI BAR

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Assistant Chef	\$380	–	–	–	Hug
Sushi Chef	\$900	10	–	–	Strip Tease
Master Chef	\$2,200	20	20	–	Slap

NEED 1: MAKE SUSHI (SUSHI AVAILABLE)

Play the job object. Need is built by making sushi and depleted as Urbz buy them from the bin. Work fast or supply falls behind demand.

NEED 2: CLEAR TRASH (ROOM)

As customers finish their fish, they leave their waste lying about. When the trash builds up, Room score drops. Raise the score by cleaning up. Decays as trash builds up.

NEED 3: HYGIENE

Wash hands in the nearby bathroom. Decays steadily.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT CLEAN (HYGIENE)

Switch to the assistant and direct him to wash hands in the sink in the bathroom next door.

SKID'S SK8S



District:	Kicktail Park
Job Boss:	Skid Mark
Skills:	Mental and Physical
Needs:	Energy, Hunger, Social, Energy (assistant)

SKID'S SK8S

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Amateur Skater	\$450	–	–	–	Snippy Snap
Trick Skater	\$810	–	–	10	Techno
Pro Skater	\$1,980	–	20	20	Deafen

NEED 1: PERFORM TRICKS

Play the job object. Need is built by doing tricks in the halfpipe, and depletes steadily.

NEED 2: ENERGY

Have a seat on the bench to replenish Energy. Decays with speed of job performance.

NEED 3: HUNGER

Get a candy bar out of the nearby vending machine. Decays steadily.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the machine. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP ASSISTANT AWAKE (ENERGY)

Switch to the assistant and direct him to sit on the bench to satisfy his Energy need.

WILL'S LIBATION STATION (COZMO STREET)



District:	Cozmo Street
Job Boss:	will.i.am
Skills:	Mental and Artistic
Needs:	Room, Energy, Social, Bladder (assistant)

WILL'S LIBATION STATION

Promotion Level	Bonus Payout	Artistic Skill Req.	Mental Skill Req.	Physical Skill Req.	Social Unlock
-----------------	--------------	---------------------	-------------------	---------------------	---------------

Drinkslinger	\$380	-	-	-	Euro Kiss
Bartender	\$900	-	10	-	Tango
Mixmaster	\$2,200	20	20	-	Throw Signs

NEED 1: MAKE DRINKS (DRINKS AVAILABLE)

Play the job object. Need is built by making drinks and depleted as Urbz buy them from the bar.

NEED 2: CLEAN UP TRASH (ROOM)

As customers finish their drinks, they leave their waste lying about. When the trash builds up, Room score drops. Raise the score by cleaning up. Decays as trash builds up.

NEED 3: ENERGY

Take a rest on the lounge's chairs. Decays steadily.

NEED 4 (LEVELS 2 AND 3): SOCIALIZE WITH THE CUSTOMERS

Do social interactions with the customers gathered around the bar. Every interaction adds to the meter. Decays steadily.

NEED 5 (LEVEL 3 ONLY): KEEP THE ASSISTANT DRY (BLADDER)

Switch to the assistant and direct him to use the toilet in the adjacent bathroom.

OTHER WAYS TO MAKE MONEY

Jobs are the primary way to generate the cash you need to finance your Urbz high-flying lifestyle, but there are other ways to get cash flow in.



You probably can't earn a living in the fight cage, but you can nab some extra income and Fun at the same time.

Mugging:

Gamble Social Interaction:

Panhandle Interaction:

Prize Objects:

Doing the Mug Power Social brings in an amount of cash proportional to the success of the interaction.

Gambling has a random chance of giving an infusion of cash (+/- \$10 per round). It's just as likely, however, to take money away. The gambler with the higher Mood, however, gets an extra 25% chance of winning.

If interaction is accepted, your Urb receives a bit of spare change.

Winner (Urb with higher Mood score) gets cash prize, like the fight cage, robot battle, arm-wrestling machine, motorcycle race and so forth.

EVERYONE WANTS AND DESERVES

Districts are the nine public locations in the *The Urbz™: Sims in the City™*, and subcultures are the collections of Urbz who call each district home. Each subculture and, by association, its district, has a unique character and feel.

Thus, charming and mastering all nine districts/subcultures demands a chameleon-like ability to adapt on arrival to each location and every Urb you encounter. You need to know what resources are available, who you'll encounter, how to appeal to the natives, what to wear to fit in, and what is expected of you.

It takes considerable skill and awareness to master the idiosyncrasies of each district; this section gathers all the information you need in one handy location.

CHOOSING YOUR SUBCULTURE

Your first encounter with subcultures comes when you create your Urb. Choosing a district as your Urb's own has several repercussions:

- The chosen district is the only one unlocked when the game begins.
- The stereo in your Urb's apartment initially plays music of that subculture.
- Your Urb's personality matches that of the chosen subculture. This dictates how your Urb reacts to socials initiated by other Urbz and which station you switch to on a television. It also drives what your Urb autonomously chooses to do to satisfy Fun.
- Your Urb's interests match those of the chosen subculture. This affects how successful your Urb's Talk interactions are. The closer an Urb's interests are to yours, the more likely the conversation will go on for a while and yield maximum relationship points. Talking to members of your Urb's own subculture, therefore, is usually successful. Beyond that, check how many interests the other Urb's subculture have in common with yours at each level of interest. The more there are, the better the Talk.

KEY

Each district contains several elements that make it unique. To understand what these factors are, consult this key:

- **Denizens:** Urbz who reside in the district.
- **Enemy Subcultures:** Rival subcultures that react most negatively to a subculture's native social interactions.
- **Exclusive Store Objects:** Objects that can only be purchased in a district's store.
- **Favored TV Channel:** Each subculture enjoys one of three channels on TVs more than others. When acting autonomously, Urbz of a subculture change to the channel they enjoy most.
- **Friendly Subcultures:** Subcultures that are aligned with the current subculture and enjoy the subculture's native social interactions.
- **Generic Social Preferences:** Some subcultures have a heightened receptivity to certain generic interactions.
- **Interests:** Every member of the subculture (including your Urb) has the same interest profile. This dictates the success of the Talk interaction.
- **Job Object:** The job in the district used to earn money and unlock social interactions.
- **Personality:** Every member of the subculture (including your Urb) has the same personality profile. These settings work behind the scenes to dictate the acceptance or rejection of social interactions and what an Urb autonomously does for Fun.
- **Power Social:** Each district has a unique specially executed social interaction that requires a special object as "fuel" for the interaction. These interactions have massive potential relationship score effect and are used in many secret missions and to banish the district's tormenting villain.
- **Secret Mission Targets:** Any members of the subculture who are targets for secret missions assigned in other districts.
- **Secret Mission:** Many districts offer tasks (executed usually in other districts) that can earn your Urb money and increased relationship score with all district denizens.
- **Signature Social Interactions:** Every subculture possesses five interactions that work best on members of the subculture, slightly less well on friendly subcultures, and very badly on everyone else.
- **Socials Unlocked in Jobs:** Social interactions unlocked by successfully completing a shift at each of three job levels.
- **Special Objects/Attractions:** Certain objects not available in any stores that provide very rewarding interactions.
- **Villain:** Every district has a villain who shows up everyday around 1 p.m. and mugs your Urb and anyone else in the district. That villain can only be banished by performance of the district's power social.
- **VIP Room:** The district's VIP room is unlocked by achieving a specific Rep score.

CENTRAL STATION



VIP ROOM

- The Cage

DENIZENS

- Scary Mary (job boss)
- Frag Grrl (social unlock, Panhandle)
- Beezelebob Jones (social unlock, Spit Trick)
- Genghis Lincoln (secret mission assignment, Stink Bomb)
- Kidd Chaos (secret mission target, South Side Bridge)

FRIENDLY SUBCULTURES

- Kicktail Park
- Gasoline Row

ENEMY SUBCULTURES

- Neon East
- South Side Bridge

VISITORS

- Day: Kicktail Park
- Night: Neon East

PERSONALITY

- Neat: 0
- Playful: 0
- Nice: 5
- Active: 9
- Outgoing: 0

JOB OBJECT

- Mary's Puncture Station

SOCIALS UNLOCKED IN JOBS

- Level 1: High Five (Kicktail Park)
- Level 2: Smoke Trick (Foundry)
- Level 3: Hyper Shock (Neon East)

SIGNATURE SOCIAL INTERACTIONS

Social Int.	Menu	Unlock
Head Butt	Greet	Gasoline Row Job Level 1
Spit Trick	Friendly	Befriend Beezelebob Jones
Bite	Romantic	South Side Bridge Job Level 2
Sign Language	Mean	Skyline Beach Job Level 3
Panhandle	Mean	Befriend Frag Grrl

POWER SOCIAL

- Stink Bomb

GENERIC SOCIAL PREFERENCES

- Joke +25%

SPECIAL OBJECTS/ATTRACTIONS

- Fight Cage

SECRET MISSION (STINK BOMB)

Befriend Genghis Lincoln and he assigns the Stink Bomb secret mission. Use the Stink Bomb Power Social on:

- Sara Tonin (Neon East)
- Polo (Cozmo Street)
- Diva Roma (Diamond Heights)

The reward is \$1,000 and +5 Relationship (per Stink Bomb) with all Central Station Urbz.

VILLAIN

- Urangoo McBain

FAVORED TV CHANNEL

- Gearhead

SECRET MISSION TARGETS (MISSION SOURCE)

- Kidd Chaos (South Side Bridge)
- Graffiti Walls (Kicktail Park)

EXCLUSIVE STORE OBJECTS

- Arcadia Space Dungeon Race
- Community Bulletin Board
- Do It Yourself Table
- GeneriCounter
- Impact Traffic Door
- No Exit Door
- Political Art Statement
- Ravage Salvage Sink
- ResiStall Toilet
- Rocker Locker
- Rolled-Up Door
- Safety Seat
- Subway Loveseat
- Subway Sofa
- Subway Vent Replica
- The Train Pane
- Trolley Door
- Tube Shelter Cot

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Medium	High	Medium	High	High	Low	Low	Low	Medium	Low	High	Low	Medium	High

COZMO STREET



VIP ROOM

- Back Stage

DENIZENS

- will.i.am (job boss)
- Fergie (secret mission target, Skyline Beach/social unlock, Pub Sing)
- apl.de.ap (social unlock, Air Guitar)
- Taboo (secret mission assignment, Love Triangle)
- Polo (secret mission target, Central Station)

FRIENDLY SUBCULTURES

- Diamond Heights
- Neon East

ENEMY SUBCULTURES

- Skyline Beach
- Kicktail Park

VISITORS

- Day: Diamond Heights
- Night: Skyline Beach

PERSONALITY

- Neat: 4
- Outgoing: 8
- Playful: 8
- Active: 5
- Nice: 8

JOB OBJECT

- Will's Libation Station

SOCIALS UNLOCKED IN JOBS

- Level 1: Euro Kiss (Diamond Heights)
- Level 2: Tango (South Side Bridge)
- Level 3: Throw Signs (Skyline Beach)

SIGNATURE SOCIAL INTERACTIONS

Hug	Greet	Neon East Job Level 1
Pub Song	Friendly	Befriend Fergie
Lounge Lure	Romantic	Foundry Job Level 2
Deafen	Mean	Kicktail Park Job Level 3
Air Guitar	Friendly	Befriend apl.de.ap

POWER SOCIAL

- Power Chord

GENERIC SOCIAL PREFERENCES

- Tickle +25%
- Backrub +20%

SPECIAL OBJECTS/ATTRACTIONS

- Performance Stage
- Buffet Table
- Dancing Van

SECRET MISSION (LOVE TRIANGLE)

Befriend Taboo and he assigns you to use a BlastKiss Power Social on either:

- Cash Monet
- Babbette Couture

Reward: \$1,000 and +15 with all Cozmo Street Urbz.

VILLAIN

- Urangoo McBain

FAVORED TV CHANNEL

- Reality TV

SECRET MISSION TARGETS (MISSION SOURCE)

- Polo (Central Station)
- Fergie (Skyline Beach)

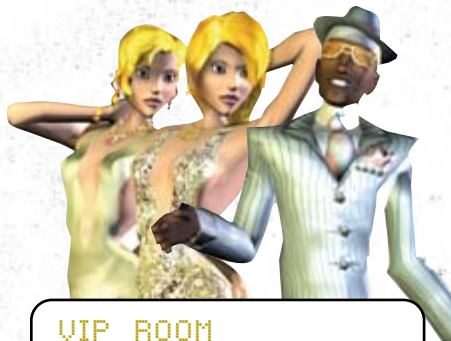
EXCLUSIVE STORE OBJECTS

- Antique Persian Rug
- Artsy Armoire
- Celebrity Photo Collection
- CornuCopious Canopy Bed
- CornuCopious Super Sleeper
- Cozmo Chair
- Deko Door
- Deko Window
- Espresso NeoDeco
- Excesutive Plasma TV Plasma TV
- Femme De Luxe Lamp
- Gas Lamp Sconce
- Gobs of Wrath Band Poster
- Jewel Window
- MeowNow "Jungle" Sofa
- MeowNow "Tiger" Lounge
- MeowNow Folding Chair
- MeowNow Loveseat
- PreposterPrivy
- Solana Vista Window
- Spill-Proof Counter
- The "Brut" by HydroHype
- The "Lookup" Table
- The "P4" Table
- The "QuickEdit" Table
- The "SculpToilette" Lavatory

INTERESTS

ling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Low	Low	High	Low	Low	High	High	Medium	High	High	Medium	High	Low	Low

DIAMOND HEIGHTS



VIP ROOM

- The Catwalk
- Buffet Table
- Fountain

DENIZENS

- Diva Roma (job boss/secret mission target, Central Station)
- Pootie Fads (social unlock, Snap Shot)
- Sophie Couture (social unlock, Vogue)
- Cash Monet (secret mission assignment, Paparazzi Panic/secret mission target, Cozmo Street)
- Babbette Couture (secret mission target, Cozmo Street)

FRIENDLY SUBCULTURES

- Cozmo Street
- South Side Bridge

ENEMY SUBCULTURES

- Foundry
- Gasoline Row

VISITORS

- Day: South Side Bridge
- Night: Gasoline Row

PERSONALITY

- Neat: 10
- Playful: 6
- Nice: 9
- Active: 8
- Outgoing: 9

JOB OBJECT

SOCIALS UNLOCKED IN JOBS

- Level 1: Fake Punch (South Side Bridge)
- Level 2: Fondle (Skyline Beach)
- Level 3: Body Slam (Gasoline Row)

SIGNATURE SOCIAL INTERACTIONS

Euro Kiss	Greet	Cozmo Street Job Level 1
Snap Shot	Friendly	Befriend Pootie Fads
Strip Tease	Romantic	Neon East Job Level 2
Paparazzi Pop	Mean	Foundry Job Level 3
Vogue	Friendly	Befriend Sophie Couture

POWER SOCIAL

- XAM Shot

GENERIC SOCIAL PREFERENCES

- Backrub +10%
- Brag: +25%

SPECIAL OBJECTS/ATTRACTIONS

- Fashion Runway

SECRET MISSION (PAPARAZZI PANIC)

Befriend Cash Monet and he assigns you to use the XAM Shots Power Social on:

- S.A. Loco (Skyline Beach)
- Sharky Splitz (Gasoline Row)
- Babs Margarita (South Side Bridge)

Reward: \$1,000 per Urb and +5 relationship with all Diamond Heights Urbz for each Urb you photograph.

VILLAIN

- Urangoo McBain

FAVORED TV CHANNEL

- UTV

SECRET MISSION TARGETS

- Cash Monet (Cozmo Street)
- Babbette Couture (Cozmo Street)
- Diva Roma (Central Station)

EXCLUSIVE STORE OBJECTS

- Ancient Fern
- Armoire Vestmentoire
- Bathmatic T-SC3 Tub
- Bob & Ingebreton LKG 9000
- Brass Bed
- Cafétete Café Table
- Chaise Café
- Freaky Frond
- Fuzzy Logic Dishwasher
- Glass-Topped Range
- HygiElite Luxury Shower Stall
- LuxoLeathera Loveseat
- LuxoLeathera Sofa
- Modernist Rug
- Narcissim Renaissance Portrait
- Office Bookcase
- Opticluster TriPortrait Frame
- Pleasure In Panes Window
- Power Palm
- Reclining Nude Painting
- San Carlos Brass Bed
- Sink King Deluxe Wash Basin
- Slat Counter
- Still Life #7166401
- The "Swank Plank"
- The Catalytic Sybaritic Spa
- The Fantastic Autocrappic
- The Thing Commercial Freezer
- UpholsteRelic Chaise Lounge
- UpholsteRelic Loveseat
- Wall-Mounted TV
- XLR8R Food Processor

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Medium	Low	Low	Low	Medium	High	High	High	Low	High	Low	High	Medium	Medium

FOUNDRY



VIP ROOM

- The Gearbox

DENIZENS

- Crispin Black (job boss)
- Bella Caio (social unlock)
- Arthur Pop (social unlock)
- Roxanna Hardplace (secret mission assignment, Style and Substance)
- Neo Flange (secret mission target, Skyline Beach)

FRIENDLY SUBCULTURES

- Neon East
- Kicktail Park

ENEMY SUBCULTURES

- Diamond Heights
- Gasoline Row

VISITORS

- Day: Neon East
- Night: Diamond Heights

PERSONALITY

- Neat: 5
- Playful: 9
- Nice: 6
- Active: 6
- Outgoing: 6

JOB OBJECT

- Crispin's Cauldron

SOCIALS UNLOCKED IN JOBS

- Level 1: Buzz (Neon East)
- Level 2: Lounge Lure (Cozmo Street)
- Level 3: Paparazzi Pop (Diamond Heights)

SIGNATURE SOCIAL INTERACTIONS

Snippy Snap	Greet	Kicktail Park Job Level 1
Compare Phones	Friendly	Befriend Bella Caio
Smoke Trick	Romantic	Central Station Job Level 2
Mock	Mean	Gasoline Row Job Level 3
Artsy Dance	Friendly	Befriend Arthur Pop

POWER SOCIAL

- BlastiKiss

GENERIC SOCIAL PREFERENCES

- Tickle +25%

SPECIAL OBJECTS/ATTRACTIONS

- Robot Cage Battle

SECRET MISSION (STYLE AND SUBSTANCE)

Befriend Roxanna Hardplace and she assigns you to persuade two Urbz to join your crew and get them to dress like two Foundry denizens:

- String Bean (Kicktail Park): Dress in shirt of Arthur Pop
- Loop D. Loop (Neon East): Dress in shirt of Roxanna Hardplace

The criteria for accepting a crew invitation are laid out in Section 4 but mostly involve getting relationship very high.

Once one Urb accepts the invitation, go to the Foundry, invite the other Urb by phone, take control of that Urb upon arrival, direct him or her to the Foundry clothing shop, and buy the exact same shirt as the indicated Foundry member.

Reward: \$1,000 each and +7 relationship with all Foundry members.

VILLAIN

- Kiki Blunt

FAVORED TV CHANNEL

- Reality TV

SECRET MISSION TARGETS (MISSION SOURCE)

- Neo Flange (Skyline Beach)

EXCLUSIVE STORE OBJECTS

- Aspidistroy Veriannoy
- BubBlaster 1000
- Coroner's Counter
- Designer Bookshelf
- Diablo Supremo Espresso
- DOT-12 Metal Dresser
- Duratallic Door
- FenestraKing Factory Window
- Foot Light
- Found Art
- Gears for Rears Art Stool
- Grabby Goosey Sculpture
- Improvised Table
- IndustReal "Lil' Pincher" Sculpture
- Iron Age Coffee Table
- Lighter of the Gods
- Love N' Haight Lamp
- Modernist Rug
- Reality Painting
- Scrawny Puppy
- Stainless Steel Shower
- Steamer Bench
- SUNOT Shop Light
- The Cauldron Toilet
- The Torchinator
- Utility Sink
- Video Veil Installation
- Warehouse Door
- X Marx the Xpot Bookcase
- ZetaTheta Double Sleeper
- ZetaTheta Sleeper

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Low	High	High	Low	High	Medium	Low	Low	High	Medium	Low	Medium	Medium	High

GASOLINE ROW



VIP ROOM

- The Back Room

DENIZENS

- Duke Headbutt (job boss)
- Suzie Mack (social unlock, Blow Fire)
- Pork Chop (social unlock, Body Bonk)
- Jet Rockit (secret mission target, South Side Bridge)
- Sharky Splitz (secret mission target, Diamond Heights)

FRIENDLY SUBCULTURES

- Central Station
- Skyline Beach

ENEMY SUBCULTURES

- Foundry
- Diamond Heights

VISITORS

- Day: Central Station
- Night: Foundry

PERSONALITY

- Neat: 2
- Playful: 1
- Nice: 1
- Active: 1
- Outgoing: 2

JOB OBJECT

- Duke's Chop Shop

SOCIALS UNLOCKED IN JOBS

- Level 1: Head Butt (Central Station)
- Level 2: Tuck N Hug 360 (Kicktail Park)
- Level 3: Mock (Foundry)

SIGNATURE SOCIAL INTERACTIONS

Back Slap	Greet	Skyline Beach Job Level 1
Body Bonk	Friendly	Befriend Pork Chop
Suck Face	Romantic	South Side Bridge Job Level 2
Body Slam	Mean	Diamond Heights Job Level 3
Blow Flame	Friendly	Befriend Suzie Mack

POWER SOCIAL

- Chug A Lug

GENERIC SOCIAL PREFERENCES

- Joke +25%

SPECIAL OBJECTS/ATTRACTIONS

- Drag Race
- Parked Motorcycles
- Biker Drink Bar

SECRET MISSION

None

VILLAIN

- Harry Snivel

FAVORED TV CHANNEL

- Gearhead

SECRET MISSION TARGETS (MISSION SOURCE)

- Sharky Splitz (Diamond Heights)
- Jet Rockit (South Side Bridge)

EXCLUSIVE STORE OBJECTS

- ChassiSass C Edition
- ChassiSass LS
- Chopped Chair
- Econocactus Cheapskati
- Econocactus Spikusdomesticae
- Fire Barrel
- Flame Decal Window
- Handi-Kart
- Jail Window
- Killer Chiller
- Kustom Kouch
- Lookin' Up Sconce
- Muscle Chair
- Native Urb Rug
- Pig-Nic Bench
- Pig-Nic Table
- Pre-Blackened Door
- Reinforced Door
- Road House Juke Box
- Schipano Bros. Cycle Seat
- Scrounged TV
- Suped-Up Supper Table
- Tailgater Table
- The "Junk Trunk" Dresser
- The Kitchen Sink
- Used Dart Board
- Volks Grill
- Witty Welders' Pub Table
- Wrobo Wrestler

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
High	High	Low	High	Medium	Medium	Low	Medium	Low	Low	High	Low	High	Medium

KICKTAIL PARK



- Kicktail Park
Reward: \$300 each and +5 relationship with all Kicktail Park members for each tag.

VILLAIN

- Kiki Blunt

FAVORED TV CHANNEL

- Gearhead

SECRET MISSION TARGETS (MISSION SOURCE)

- String Bean (Foundry)
- Ally Stile (Skyline Beach)
- Graffiti Walls (Kicktail Park)

EXCLUSIVE STORE OBJECTS

- Blue Mail Box
- Boob Tube
- Brick Table
- Broken Hydrant
- Budget Table
- Cabana Palm
- Cinder Seat
- Construction Couch
- Flushitol Public Sink
- Flushitol Public Toilet
- Foam Bed
- Improvised Shelving
- LuxoLeathera Arm Chair
- Manhole Cover
- Newspaper Box
- Opticcluster Promotional Sign
- Opticcluster Wall Poster
- Parking Meter Decoy
- Providence Fern
- Sexi Plexi Window
- Traffic Cone
- Travel Map Wall Mount
- Tubular Black Light
- Unfinished Dresser
- Urban Sanitation Receptacle

VIP ROOM

- Floaters

DENIZENS

- Skid Mark (job boss)
- Ally Stile (secret mission target, Skyline Beach/social unlock, Party Shout)
- Trang Hang (social unlock, Skate Trick)
- Rolanda Skye (secret mission assignment, Tag Line)
- String Bean (secret mission target, Foundry)

FRIENDLY SUBCULTURES

- Central Station
- Foundry

ENEMY SUBCULTURES

- Cozmo Street
- Skyline Beach

VISITORS

- Day: Foundry
- Night: Cozmo Street

PERSONALITY

- Neat: 1
- Playful: 5
- Nice: 5
- Active: 0
- Outgoing: 1

JOB OBJECT

- Skid's SK8s

SOCIALS UNLOCKED IN JOBS

- Level 1: Snippy Snap (Foundry)
- Level 2: Techno (Neon East)
- Level 3: Deafen (Cozmo Street)

SIGNATURE SOCIAL INTERACTIONS

High Five	Greet	Central Station Job Level 1
Party Shout	Friendly	Befriend Ally Stile
Tuck N Hug 360	Romantic	Gasoline Row Job Level 2
Tag Face	Mean	Skyline Beach Job Level 3
Skate Trick	Friendly	Befriend Trang Hang

POWER SOCIAL

- Sk8R TriiQX

GENERIC SOCIAL PREFERENCES

- Joke +25%

SPECIAL OBJECTS/ATTRACTIONS

- Helium Bar
- Major Monkey Ice Cream Shop
- Fountain
- Robot Mime

SECRET MISSION (TAG LINE)

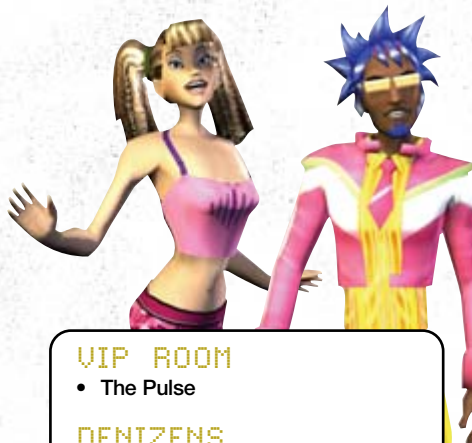
Befriend Rolanda Skye and she asks you to tag the Graffiti Walls objects in:

- Central Station
- Skyline Beach

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
Low	High	High	Medium	High	Medium	Low	Medium	High	Low	Medium	Low	Low	High

NEON EA St



VIP ROOM

- The Pulse

DENIZENS

- Mazuiko Jackson (job boss)
- Professor Chewy (secret mission target, South Side Bridge/social unlock, Game On)
- Venus Moonflower (social unlock, HoloXam)
- Loop D. Loop (secret mission target, Foundry)
- Sara Tonin (secret mission target, Central Station)

FRIENDLY SUBCULTURES

- Cozmo Street
- Foundry

ENEMY SUBCULTURES

- Central Station
- South Side Bridge

VISITORS

- Day: Cozmo Street
- Night: South Side Bridge

PERSONALITY

- Neat: 6
- Playful: 10
- Nice: 10
- Active: 10
- Outgoing: 10

JOB OBJECT

- Mazuiko's Sushi Bar

SOCIALS UNLOCKED IN JOBS

- Level 1: Hug (Cozmo Street)
- Level 2: Strip Tease (Diamond Heights)
- Level 3: Slap (South Side Bridge)

SIGNATURE SOCIAL INTERACTIONS

Buzz	Greet	Foundry Level 1 Job
Game On	Friendly	Befriend Professor Chewy
Techno	Romantic	Kicktail Park Level 2 Job
Hyper Shock	Mean	Central Station Level 3 Job
HoloXam	Friendly	Befriend Venus Moonflower

POWER SOCIAL

- Strobe

GENERIC SOCIAL PREFERENCES

- Backrub +10%
- Tickle +25%

SPECIAL OBJECTS/ATTRACTIONS

- Rave Tower
- Dance Machine
- Drink Bar

SECRET MISSION

None

VILLAIN

- Harry Snivel

FAVORED TV CHANNEL

- Reality TV

SECRET MISSION TARGETS (MISSION SOURCE)

- Loop D. Loop (Foundry)
- Professor Chewy (South Side Bridge)
- Sara Tonin (Central Station)

EXCLUSIVE STORE OBJECTS

- Akimbo Floor Lamp
- Bamboo Counter
- Bonsai Plant
- Branded Arch
- Cirquell Aquarium
- Cosmic Lint
- Diet Chair
- Dish Duster Deluxe
- Dungeon Door
- Extra-Large Mini-Bonsai
- EZ-Stile Floor Lamp
- Feenfinger Plant
- Food Day Banner
- Goza Mat
- Japanese Chair
- Jiggy Neon Lamp
- Kyoto Column
- Laser Llama Classic Arcade Game
- Leopard Bloo Crouton Futon
- Manila 1000 Aquarium
- Neon Nights Dresser
- Neon Sconce
- NeoNova "Nebula" Window
- NeoNova Boutique Window
- NeoNova Commercial Door
- Pacific Chance Incorporated Machine
- Permanent Temporary Art
- Popping Cherries Print
- Rakki Runo Center Table
- Rakki Runo Dinner Table
- Rakki Runo End Table
- Rakki Runo Grand Table
- Restaurant Lamp
- SaniSanity Toilet
- Shoji Wall Lamp
- Slumb R' Sleeper
- Squarium Aquarium
- Super Samurai Replica Sword Set
- The "Zambel" Table
- Tradesantia Simulata
- Travel Map Billboard
- UnUnfoldable Futon Sofa
- Vine Weevil Floor Lamp
- Wall Tank
- WaveFront Counter

INTERESTS

Medium Low High Low Medium Low High Low High High Low High Medium Medium

SKYLINE BEACH



VIP ROOM

- The Red Room

DENIZENS

- Isis Ice (job boss)
- Lil' Bit (social unlock, Bust A Move)
- Ridiculous D.O.G. (social unlock, Rap)
- Toots Sweet (secret mission assignment, Anger Management)
- S.A. Loco (secret mission target, Diamond Heights)

FRIENDLY SUBCULTURES

- South Side Bridge
- Gasoline Row

ENEMY SUBCULTURES

- Kicktail Park
- Cozmo Street

VISITORS

- Day: Gasoline Row
- Night: Kicktail Park

PERSONALITY

- Neat: 4
- Playful: 2
- Nice: 2
- Active: 4
- Outgoing: 5

JOB OBJECT

- Isis' Ferret Boxing

SOCIALS UNLOCKED IN JOBS

- Level 1: Back Slap (Gasoline Row)
- Level 2: Sign Language (Central Station)
- Level 3: Tag Face (Kicktail Park)

SIGNATURE SOCIAL INTERACTIONS

Social Int.	Menu	Unlock
Knuckle Up	Greet	South Side Bridge Job
Level 1 Rap	Friendly	Befriend Ridiculous D.O.G.
Grab Booty	Romantic	Diamond Heights Job Level 2
Throw Signs	Mean	Cozmo Street Job Level 3
Bust A Move	Friendly	Befriend Lil' Bit

POWER SOCIAL

- Party Bomb

GENERIC SOCIAL PREFERENCES

- Brag +25%

SPECIAL OBJECTS/ATTRACTIONS

- Dance Van
- Umbrella and Beach Towel

SECRET MISSION (ANGER MANAGEMENT)

Befriend Toots Sweet and he instructs you to do the Tag Face interaction on:

- Neo Flange (Foundry)
- Fergie (Cozmo Street)

- Ally Stile (Kicktail Park)
- Reward: \$1,000 and +5 relationship with all Skyline Beach Urbz for each Urb you tag.

VILLAIN

- Harry Snivel

FAVORED TV CHANNEL

- UTV

SECRET MISSION TARGETS (MISSION SOURCE)

- S.A. Loco (Diamond Heights)
- Graffiti Walls (Kicktail Park)

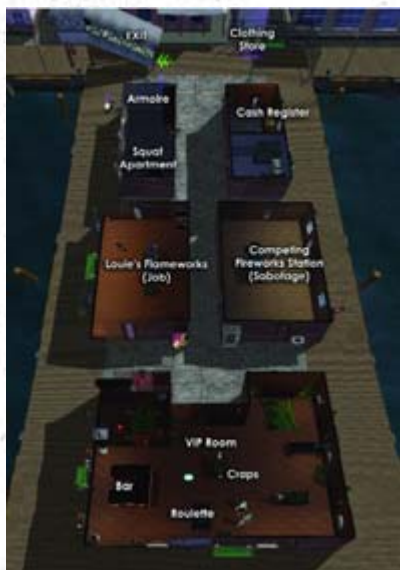
EXCLUSIVE STORE OBJECTS

- "Feed the Devil" Incinerator
- Antenna
- BAEBAE RC-7500 DJMX 10000
- Card Table
- Clothesline
- Cone Sconce
- Happy Heat Vent
- IGOK Budget Dresser
- Lawn Chair
- Manticore "Elite" Hot Tub
- Patio Heater Lamp
- Pyralene Lamp
- Scraps Ranch Rag Rug
- TuffTowne Commercial Counter
- Vapor Vent
- Western Roachweed
- Wrought Iron Door

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
High	High	Medium	High	Low	High	Low	Medium	Medium	Low	High	Low	High	Medium

SOUTH SIDE BRIDGE



VIP ROOM

- The Lucky Six

DENIZENS

- Louie Bricks (job boss)
- Pamela Sneer (social unlock, Gamble)
- Jimmy Two-Shoes (social unlock, Firecracker Dance)
- Luke Laruffe (secret mission assignment, Mug People)
- Babs Margarita (secret mission target, Diamond Heights)

FRIENDLY SUBCULTURES

- Diamond Heights
- Skyline Beach

ENEMY SUBCULTURES

- Central Station
- Neon East

PERSONALITY

- Neat: 9
- Playful: 4
- Nice: 0
- Active: 4
- Outgoing: 7

JOB OBJECT

- Louie's Flameworks

SOCIALS UNLOCKED IN JOBS

- Level 1: Knuckle Up (Skyline Beach)
- Level 2: Suck Face (Gasoline Row)
- Level 3: Bite (Central Station)

SIGNATURE SOCIAL INTERACTIONS

Social Int.	Menu	[TH3]Unlock
Fake Punch	Greet	Diamond Heights Job Level 1
Firecracker Dance	Friendly	Befriend Jimmy Two-Shoes
Tango	Romantic	Cozmo Street Job Level 2
Slap	Mean	Neon East Job Level 3
Gamble	Friendly	Befriend Pamela Sneer

POWER SOCIAL

- Power Mug

GENERIC SOCIAL PREFERENCES

- Brag +25%

SPECIAL OBJECTS/ATTRACTIONS

- Roulette Table
- Craps Table
- Drink Bar

SECRET MISSION (MUG PEOPLE)

Befriend Luke Laruffe and he asks you to do the Power Mug Social to:

- Kidd Chaos (Central Station)
- Jet Rockit (Gasoline Row)
- Professor Chewy (Neon East)

Reward: \$1,000 and +5 relationship with all South Side Bridge members for each Urb mugged

VILLAIN

- Kiki Blunt

FAVORED TV CHANNEL

- UTV

SECRET MISSION TARGETS (MISSION SOURCE)

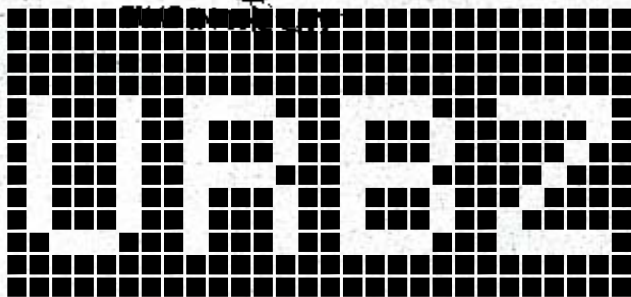
- Babs Margarita (Diamond Heights)

EXCLUSIVE STORE OBJECTS

- Arched Window
- Baby Ficus
- Bathmatic W-SOP Tub
- Bottch Reactor-Range
- Brick Column
- Butcher Block Counter
- Classic Door
- Epikouros Kitchen Sink
- Ficus Tree
- Floor Rug by Leopard Life
- Forminfunken End Table
- Forminfunken Glass Table
- Forminfunken Sideboard
- Lil' Padre Mission Bed
- Llike You Llike I Llike A Llama Mounted Head
- LoungeMaster "Master" Lounger
- LoungeMaster Counter
- LoungeMaster Dinette Chair
- Marble Shower
- Modern Mission Bed
- Modern Mission Bookshelf
- Pet Us Hold 'Em Print
- Pleasario Booth Bench
- ReclineTime Dining Table
- ReflExcellence Door
- Savor Saver Iridium Fridge
- Sham Tiger Skin Rug
- The "Frequent Fryer" Range
- The "Mouse Trap" Dresser
- The Beast by LoungeMaster
- The Green Lamppost
- Touch O' Klass Lanterns
- Trumpet Vine Sconce
- Utopian Bench
- Valkyrie Counter Sink
- WantWaste Wastebasket
- WreckTangle Window

INTERESTS

Bling	Chaos	Clothing	Crime	Fast Food	Gambling	Hollywood	Money	Music	Parties	Pests	Rent	Sex	Xtreme Stuff
High	Medium	Low	Medium	Low	High	Low	High	Low	Medium	Medium	Low	High	Low



In the city (this one, at least), a stranger really is just a friend you haven't met. The city is full of Urbz (45 of them, to be exact) just waiting to be wowed by your sheer coolness. Also on hand are several Urbz who keep the peace, break the peace, or just clean the place up.

This section introduces you to them all, identifying their roles, the subculture they belong to, or the service they provide.

SUBCULTURE URBZ



ALLY STILE

- Subculture: Kicktail Park
- Social Unlock: Party Shout
- Secret Mission Target: Skyline Beach

ARTHUR POP

- Subculture: The Foundry
- Social Unlock: Artsy Dance

BABS MARGARITA

- Subculture: South Side Bridge
- Secret Mission Target: Diamond Heights

BELLA CIAO

- Subculture: The Foundry
- Social Unlock: Compare Phones

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- Subculture: Cozmo Street
- Social Unlock: Air Guitar

BABBETTE COUTURE

- Subculture: Diamond Heights
- Secret Mission Target: Cozmo Street

BEELZEBOP JONES

- Subculture: Central Station
- Social Unlock: Spit Trick

**CASH MONET**

- Subculture: Diamond Heights
- Secret Mission: Paparazzi Panic
- Secret Mission Target: Cozmo Street

DIVA ROMA

- Subculture: Diamond Heights
- Secret Mission Target: Central Station
- Job Boss: Diva's Snap Shots

FERGIE

- Subculture: Cozmo Street
- Social Unlock: Pub Sing
- Secret Mission Target: Skyline Beach

CRISPIN BLACK

- Subculture: The Foundry
- Job Boss: Crispin's Cauldron

DUKE HEADBUTT

- Subculture: Gasoline Row
- Job Boss: Duke's Chop Shop

FRAG GRRL

- Subculture: Central Station
- Social Unlock: Panhandle

ISIS ICE

- Subculture: Skyline Beach
- Job Boss: Isis' Ferret Boxing

JIMMY TWO-SHOES

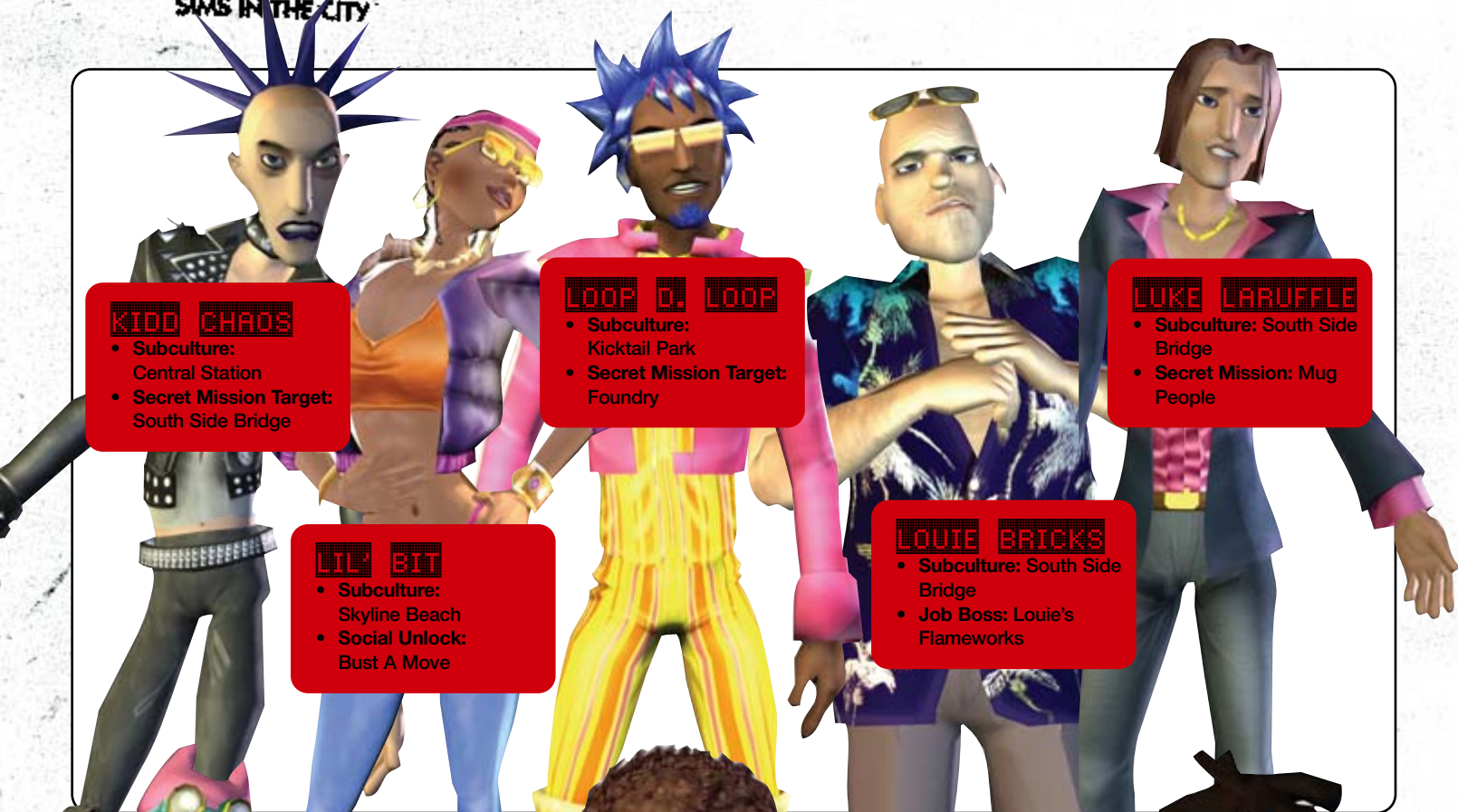
- Subculture: South Side Bridge
- Social Unlock: Firecracker Dance

GENGHIS LINCOLN

- Subculture: Central Station
- Secret Mission: Stink Bomb

JET ROCKIT

- Subculture: Gasoline Row
- Secret Mission Target: South Side Bridge



KIDD CHAOS

- Subculture: Central Station
- Secret Mission Target: South Side Bridge

LOOP D. LOOP

- Subculture: Kicktail Park
- Secret Mission Target: Foundry

LUKE LARUFFLE

- Subculture: South Side Bridge
- Secret Mission: Mug People

LIL' BIT

- Subculture: Skyline Beach
- Social Unlock: Bust A Move

LOUIE BRICKS

- Subculture: South Side Bridge
- Job Boss: Louie's Flameworks



MAZUIKO JACKSON

- Subculture: Neon East
- Job Boss: Mazuiko's Sushi Bar

PAMELA SNEER

- Subculture: South Side Bridge
- Social Unlock: Gamble

ROOTIE FADS

- Subculture: Diamond Heights
- Social Unlock: Snap Shot

NEO FLANGE

- Subculture: The Foundry
- Secret Mission Target: Skyline Beach

POLO

- Subculture: Cozmo Street
- Secret Mission Target: Central Station



PORK CHOP

- Subculture: Gasoline Row
- Social Unlock: Body Bonk

**RIDICULOUS
D.O.G.**

- Subculture: Skyline Beach
- Social Unlock: Rap

**ROXANNA
HARDPLACE**

- Subculture: The Foundry
- Secret Mission: Style and Substance

**PROFESSOR
CHEWY**

- Subculture: Neon East
- Social Unlock: Game On
- Secret Mission Target: South Side Bridge

ROLANDA SKYE

- Subculture: Kicktail Park
- Secret Mission: Tag Line

S.A. LOGO

- Subculture: Skyline Beach
- Secret Mission Target: Diamond Heights



SCARY MARY

- Subculture: Central Station
- Job Boss: Mary's Puncture Station

SARA TONIN

- Subculture: Neon East
- Secret Mission Target: Diamond Heights

**SHARKY
SPLITZ**

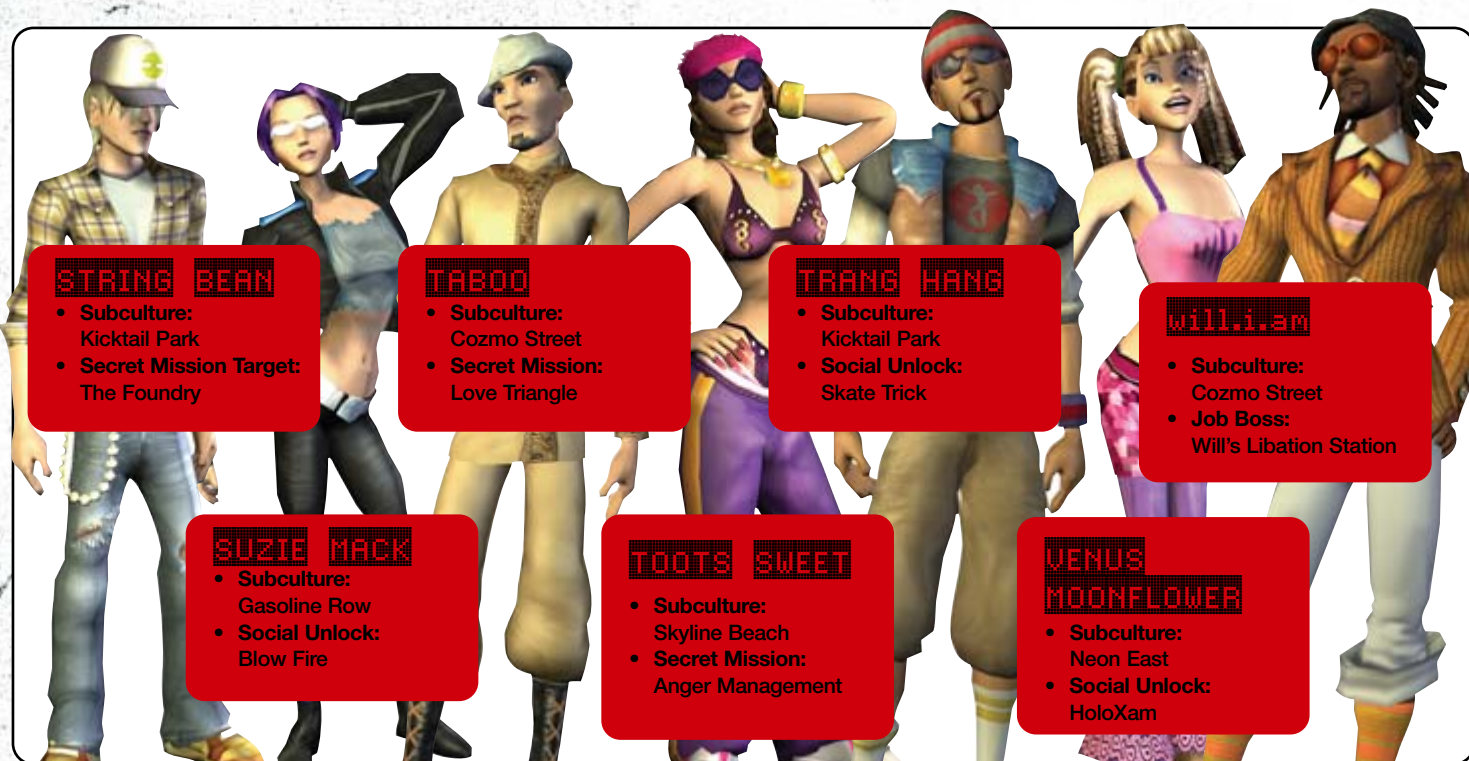
- Subculture: Gasoline Row
- Secret Mission Target: Diamond Heights

SKID MARK

- Subculture: Kicktail Park
- Job Boss: Skid's Sk8s

**SOPHIE
COUTURE**

- Subculture: Diamond Heights
- Social Unlock: Vogue



STRING BEAN

- Subculture: Kicktail Park
- Secret Mission Target: The Foundry

TABOO

- Subculture: Cozmo Street
- Secret Mission: Love Triangle

TRANG HANG

- Subculture: Kicktail Park
- Social Unlock: Skate Trick

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- Subculture: Cozmo Street
- Job Boss: Will's Libation Station

SUZIE MACK

- Subculture: Gasoline Row
- Social Unlock: Blow Fire

TOOTS SWEET

- Subculture: Skyline Beach
- Secret Mission: Anger Management

VENUS MOONFLOWER

- Subculture: Neon East
- Social Unlock: HoloXam

SERVICE URBZ

Several of the city's residents exist simply to serve you and the other subculture Urbz. These service Urbz can't be engaged in any kind of social interaction nor can they contribute anything to the development of your Urb's Rep. They can, however, bring you back from the dead or deliver a steaming carton of carry-out and that's nothing to sneeze at.

BOBO THE HOBO

Bobo doesn't actually provide any service, unless watching him Dumpster-dive is your idea of entertainment, but he does periodically appear and wander around the various districts. You can interact with Bobo but he won't appear in your relationship panel or affect your Urb's Rep.



BOUNCER

The bouncer mans the door at all nine district VIP rooms and his single-minded task is to exclude any interlopers. To get by him, your Urb must have earned sufficient Rep and be sporting at least a shirt from the current district.



CAPTAIN CATASTROPHE

Captain Catastrophe only arrives on the scene when something terrible happens but you're always glad to see him. The good captain serves as both fireman and paramedic.

If a fire breaks out, Captain Catastrophe is either automatically called (in districts) or summoned via your XAM phone (in apartments). He arrives and extinguishes the blaze as quickly as possible.



THE 411

You may summon Captain Catastrophe any time you like but he sticks around only if there's something for him to do. Since he seems to enjoy sliding down the rope and being a hero, he doesn't fine you for phoning in false alarms.

If your or any other Urb dies from any cause, the call automatically goes out to Captain Catastrophe. He drops in, rubs his defibrillator paddles together and restores the unlucky Urb to the mortal coil. Revived Urbz return no worse for the wear but with very low needs.

DARIUS

As current king of the city, Darius is "the man." For your purposes, though, he's the guy with the Power Social objects. Meet him in a district's VIP room when he arrives at midnight and he lays one of these powerful tools on your Urb.



HARRY SNIVEL

Harry does triple duty as landlord for all three apartments (all rent payments go to Harry), the repo man, and villain for three of the districts.

As landlord, Harry must be paid rent every two days for any apartment your Urb inhabits. On rent day, Harry calls for the rent via a dialog box; you can pay him on the spot or refuse (if you don't have the cash).

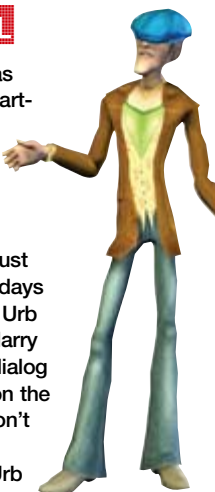
The next time your Urb returns to your apartment, however, Harry is waiting to give you one last opportunity to pony up the cash. If rent is due, make sure you have enough dough before returning to any apartment.

If you encounter Harry at the apartment and still refuse to pay (or can't pay) your debt, he repossesses objects of approximately equivalent value. If there isn't enough value in your home's repossessable objects, he returns in a couple of days for the amount still owed (in addition to the next installment of rent).

Rent amounts are:

- **First Apartment:** \$300
- **First and Second Apartment:** \$1,000
- **All Three Apartments:** \$2,400

You take on the bills for a new apartment when you unlock it, regardless of when (or if) you ever visit or move into it.



THE 411

Darius sends reminder messages to your XAM to warn you that the rent is due soon.

Harry also appears in three of the districts as the villain, mugging and terrorizing the inhabitants until you banish him with the district's Power Social.

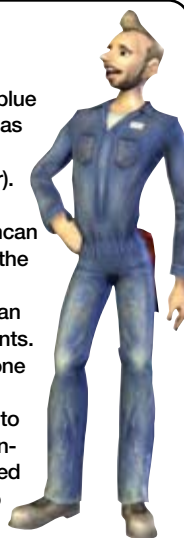
J.J. BRADLEY

J.J. Bradley, in his sporty blue jumpsuit, serves primarily as the city's only working sanitation engineer (janitor). He arrives periodically in every district when a trashcan is filled and transfers it to the nearest rubbish bin.

He is also on call to clean any of your Urb's apartments. Summon him by XAM phone and for \$10 per hour he cleans the place from top to bottom. This service is non-recurring. He must be called each time you wish him to visit.

J.J. appears also as your assistant in Level 3 of each of the nine job objects. In these situations, J.J. is a second Urb under your control who can be assigned a task.

One of your responsibilities on the job is to keep one of J.J.'s needs met.



KIKI BLUNT

Kiki Blunt is the villain in three districts, mugging and terrorizing the inhabitants until you banish her with the district's Power Social.



OFFICER SLUDGE

Officer Sludge is the local law enforcement officer; you see him wandering the beat in each district.

He can't be directed to any place or event, but he does react to things near him. If he spots an Urb doing



a Gamble interaction, he attacks them (Officer Sludge always wins).

If, in districts, your Urb passes out from Energy failure or wets the floor because of Bladder failure, Officer Sludge (if he's nearby) runs over and extracts a fine for the offense.

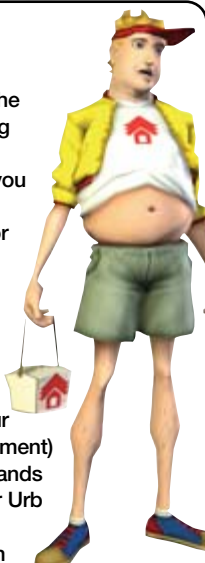
You may summon Officer Sludge via XAM phone if he's not already in the district. This action doesn't direct him to any particular crime being committed (you can't, for example, report the villain to the police) but it gets him in the area where he might see what's going down. There's no fine for false alarms.

SLIM FREDDIE

Slim Freddie works for the local carry-out, delivering sweet but expensive nourishment anywhere you need it. Order food on your XAM phone and, for \$50, Freddie shows up within one hour with six servings of Chinese carryout.

He extracts payment and (in districts) deposits the food at your Urb's feet or (in an apartment) rings the doorbell and hands over the food when your Urb answers.

You can't interact with Freddie in any other way (though you'll surely want to).



THE 411

Other Urbz won't be shy about helping themselves to the stir-fried goodness.

URANGO MCBAIN

Urango McBain is the villain in three of the districts, mugging and terrorizing the inhabitants until you banish him with the district's Power Social.



MULTIPLE URBZ

The Urbz™: Sims in the City™ is a wide-open world. It is so open that there's room for more of your own Urbz than the one you choose to play. You may, in fact, inhabit the city with up to four Urbz of your own creation, each beginning in whatever district you choose.

Additionally, any two Urbz in a city can be played cooperatively via two-player mode. This multiplayer system enables two players to command different Urbz and control them in a single district, aiding (or interfering with) each other in their individual pursuits of reputation.

This section explains the mechanics of playing with multiple Urbz and how to bring the power of two players to bear on the challenges you face.

MULTIPLE URBZ

Each city can hold up to four player-created Urbz. As with a single Urb, these Urbz can be initiated in any district. Anytime you choose, you may save your game with one Urb and load the same game with the other Urb.



You may find your other Urbz wandering about. Take a minute to say hello.

Generally, each player-created Urb's game is distinct. But sometimes paths cross. While playing with one Urb, it's entirely possible (especially if playing in another player-created Urb's district) that you see your other Urbz going about their lives. They may also drop by your Urb's apartment or attend a party.

RESIDENCE, MONEY, & INVENTORY

All player-created Urbz live in the same apartments, and when one Urb comes home, that Urb finds the same furniture as the others. They don't, however, have access to apartments they haven't personally unlocked via Rep.



Objects in apartments can be moved by other player-created Urbz but cannot be placed in their inventory (though the objects can be deleted). Sorry, no selling off your roomie's stuff.



Pocketing your other player-made Urb's stuff is a big no-no.

Home, however, is about the only thing that player-created Urbz share. Each has his or her own money and inventory. All finances are kept separate and only the currently loaded Urb's bank account is charged for any household expenses (i.e. rent or maid service).

MULTIPLE URBZ & TWO-PLAYER MODE

RELATIONSHIPS & REPUTATION

Player-created Urbz have their own relationships with other Urbz and each other (if they've met).



Keep in mind that your Urbz take on the personality of their native subculture, so placing all your Urbz in adjacent, friendly subcultures makes it easier for them to socialize with each other.



Create your Urbz in hostile districts and most social interactions will end in rejection.

Socializing with another player-created Urb isn't inherently easier than with any other Urb. There's no special acceptance advantage between player-created Urbz. They are, therefore, still at the mercy of their subculture, clothing, mood, and relationship.

One advantage they do bestow, however, is creation of a larger pool of Urbz to build reputation. Relationships with player-created Urbz *do* count toward Rep. Thus, the average relationship per Urb needed to reach higher Rep



As with any other Urb, player-created Urbz can join your Urb's crew and be controllable whenever they're in the same location. All relationships built and money made by these Urbz as crew members, however, credit to the primary Urb and do not show up the next time you individually load the other Urb.

One player-created Urbz Rep gives no advantages to the others. All Urbz must earn their way individually. No coattails allowed.



In two-player mode, Urbz can go to locked districts if the other Urb has unlocked it. In their own single-player game, however, the Urb can't return to those districts. They do, however, retain any relationships and social unlocks acquired while tagging along.

TWO-PLAYER MODE

The Urbz™: Sims in the City™ can be played by two players at once. To succeed in this mode, it's important to understand what your Urbz can and

can't do.

STARTING A GAME

For a two-player game, both Urbz must be already saved in, created in, or imported from a memory card into the same saved game file.

To import or create a new Urb for two-player mode, the saved game file for the other Urb must have one open space.

The game begins at the last-saved location of Player 1's Urb (if previously saved) or in the initial apartment (if a new game).

WHAT IS SAVED?

During a two-player game, not every factor is saved for the second player. When you next reload a single-player game with that Urb, you may see changes in:

INVENTORY
JOB LEVELS
MONEY
NEEDS
RELATIONSHIPS
SKILLS
UNLOCKS EARNED IN TWO-PLAYER MODE

EXCHANGING OBJECTS AND MONEY



Player-controlled Urbz can hand over money in \$1,000 increments.

Players may exchange objects, Power Social items, or money between them.

To give another player an object from inventory, place the object. The other player can pick it up.

THE 411

If Player 1 is a previously saved Urb, anything *previously* placed by the other player can't be picked up.

Money can be exchanged in \$1,000 increments via the Give Money interaction.

CREWS

Urbz in two-player games retain their crews, meaning they may switch control to crew members present in a location or summon them to wherever your Urb is.

If, however, both players share a common crew member, either may control the crew member but not at the same time.

LOT ACCESS

Generally, Urbz in a two-player game can visit any district to which either Urb has won access. Only the Urb who actually unlocked the location can choose that location via the subway exit, however. The other Urb automatically tags along.



Two-player games give an Urb the chance to visit locked districts, work the jobs there, and acquire that district's objects, clothing, and social interactions.

The Urb tagging along can't visit the district's VIP room unless that Urb already has enough Rep to do so (or earns Rep while tagging along).

Access to these districts is not retained when the Urb tagging along is later played in single-player mode.

MULTIPLE URBZ & TWO-PLAYER MODE

THE 311

If the game is saved in a district to which one of the Urbz doesn't have independent access, that Urb appears in his or her home district when next loaded in a single-player game.

Urbz who tag along keep any objects or clothing purchased in the district's stores, relationships created there, job level increases, and social unlocks.

THE 411

Playing the occasional two-player game is a fantastic way to get your Urb the tools he needs for socializing (clothes and socials) with Urbz from locked districts (when they visit unlocked districts or drop by your Urb's apartment). Easier socializing makes Rep-building much faster.

UNLOCKED REWARDS IN GENERAL

Unlocked rewards, other than the ability to tag along to otherwise unavailable districts, are not shared between Urbz in two-player games in any way, shape, or form.

Rewards earned during the two-player game are preserved, however.

SHOPPING, CLOTHING SHOPS, & ARMOIRES

When one player initiates the shopping interface or enters a clothing shop or armoire, that player's activity takes over the whole screen. The other player must wait until the first player is finished before returning to the game.

JOBS

Two players may cooperatively perform jobs, but job promotion and pay go only to the player who initiated the job.



Two players working together on a job can ease otherwise difficult promotions.

Only one player at a time may work the job object itself but, after the initial interaction, the players may switch positions. The assisting player can take over while the initiating player tends to other job tasks.

Only the initiating Urb may undertake need-related job tasks. It's quite difficult, for example, to take a shower on someone else's behalf.

Fellow players may, however, do any tasks not related to need (i.e. clean up trash) and, on Level 3, take control of J.J. the assistant.

THE 411

Assign the non-initiating player to work the job object while the primary Urb tends to his personal needs and the job helper.

EYETOY™ & REPUTATION REWARDS

In two-player mode, neither player's EyeToy™ image will appear. Instead, normal Reputation Signs for *Player 1* only will appear in any places unlocked by Player 1's Rep score. Player 2's image will not appear even if her Urb has earned these unlocks.

LIVING EXPENSES

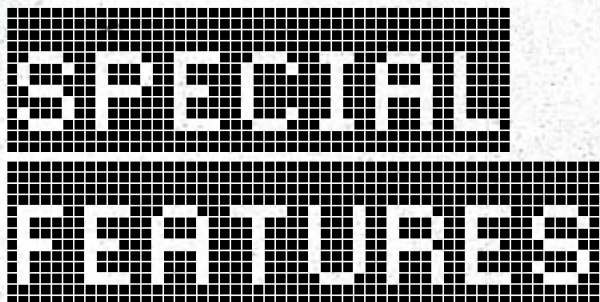
All living expenses (rent, maid service, etc.) are deducted from Player 1's funds.

PETS

If both players have earned pets, only Player 1's pets appear.

The Urbz SIMS IN THE CITY

PRIMA OFFICIAL GAME GUIDE



Each platform for *The Urbz™: Sims in the City™* boasts a special feature that sets it apart from the others.



The secret bonus closet clothes are neutral for clothing bonus purposes. They don't give any boost or drag on social acceptance probability.

Xbox



See more of the world with your Xbox and a high-definition TV.

The Xbox version of the game features HDTV support. This is more than just bells and whistles, however; it provides a much wider view of the action.

GameCube

The GameCube version contains an exclusive object—the secret bonus closet, installed in the Blankwood Towers apartment.



The exclusive GameCube secret bonus closet comes as part of the Blankwood Towers apartment.

The secret bonus closet contains (depending on your Urb's gender) an outfit from the Game Boy Advance version of the game—either Roxanna Moxie's dress and hat or Darius's tracksuit.



Only GameCube players can adorn their Urbz in clothes from the GBA version. Don the duds of Darius...



...or Roxanna Moxie.

This closet isn't a normal armoire in that it does not contain all the clothes your Urb has purchased.

THE 411

The Game Boy Advance and Nintendo DS versions of the game are wholly distinct games. You can read all about them in the sections that follow.

PlayStation 2

The XAM cam feature, available only on the PlayStation 2 and equipped with the EyeToy™ USB camera, enhances the reputation game by allowing the player to put his own personal likeness in the game.

In lieu of your Urb's likeness appearing on posters, ads, and as graffiti, the locals post images you capture with the XAM cam.

The XAM cam feature becomes available when an EyeToy™ camera is plugged into one of the USB connectors on the front of the PlayStation 2 console.

Proceed to the "Customize" module of your XAM and select the XAM cam icon by pressing X. You can adjust settings for the XAM cam, including brightness, contrast, color, and tint. Use these to add some nice effects to your photos. Select "Capture" to proceed.

REPUTATION SLOTS

There are five reputation slots in which to save your EyeToy™ image. Each slot corresponds to the five Rep unlocks listed in the "Reputation" section above; whatever's in each slot appears with new unlocks. You need to raise your reputation before you can begin using all of the EyeToy™ features. When you get an unlock reward stating that your likeness is appearing around the city, you have also unlocked an EyeToy™ image-save slot.



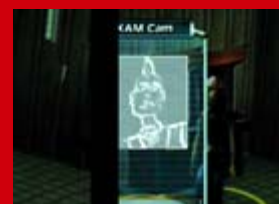
All images taken with your EyeToy™ appear in the XAM. Choose which you want to see slapped all over town.

FUN FRAMES



Fun Frames let you dress up your pictures. Literally.

Fun Frames are image masks that allow the player to combine an EyeToy™ image with another image. You can accessorize your photo with 11 different Fun Frames (a pirate outfit, a dress, or one of your pets, for example). Select a Fun Frame and press X to continue. Next, line up your face with the Fun Frame and capture the image.



Filters expands the possibilities with the XAM cam.

FILTERS

After you capture the image, an effects filter menu appears. If you wish, you can select a filter to further enhance the image.

THE 411

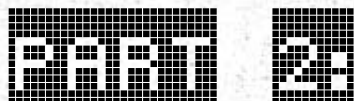
EyeToy™ images can be viewed and selected in the XAM's Customize module.



Check out the rooftop billboard!



No EyeToy™, no problem. Your Urb still becomes the subject of popular art as your Rep grows.



GAME BASICS

GAME WITHIN A GAME

On one level *The Urbz™: Sims in the City™* is a mission-driven game with a largely linear structure. Scratch the surface, however, and a multitude of challenges emerge, each offering its own rewards and attraction. By our count there are five games within the game:

COMPLETE THE MISSIONS



Missions and their underlying goals and actions are displayed in the Goals screen.

The game is divided into five missions, each with six goals that must be unlocked and completed. Every goal has a number of actions that are unlocked either simultaneously or gradually as earlier actions are completed. A mission's final goal is initiated only after the other five are accomplished; completing *it* unlocks the next mission.

Once all five missions are done, the game does not end but rather enters "open play" for as long as your heart desires. In open play, you may complete and build upon all the other parts of the game described below, a process that takes most players more time than the mission-based game.

CONQUER THE REP GROUP

The mission game does not require you to reach the top of any, let alone all, of the four Rep groups—but there are substantial rewards for doing so.

Climbing to the top of a Rep group offers several benefits:

- Exaggerated bonuses for social interactions with group members (up to +2 points per interaction)
- Assignment of a special Rep goal (To reach the top of your Rep group, you must complete the Rep goal.)
- Two collectible plaques to hang in your home or sell for extra cash
- An official weekly magazine that can be sold for extra cash
- A bumper boat with distinctive abilities (for the "Yar Hey! Bombard!" minigame)
- A powerful and unique Rep object
- The option to acquire the group's Rep Xizzle
- The key to the group's clubhouse



Rep scores are displayed on the Popularity screen. The Urb's current Rep group is the topmost.



THE URBZ™: SIMS IN THE CITY™,
GAME BOY® ADVANCE AND NINTENDO DS™

Create-an-Urb

The truly ambitious can strive to reach the top of other Rep groups—perhaps even all of them. By achieving a top score (10 Rep points) in another Rep group, you can snag an offer of membership from their Rep king or queen. Switching groups requires you to quit your current group and deprives you of several of that group's benefits (social bonuses, special walks, etc.) but does not take away the tangible benefits (plaques, Xizzle, clubhouse key). To collect all four sets of these tangible benefits, you must rise to the top of all four groups.



It is actually impossible to be at the top of all four groups at once, for reasons that are explained later. There must always be one group with a lower Rep score.

MONEY MAKING MINIGAMES

Just because you've finished the missions doesn't mean you must stop playing the minigames or making simoleons. All the minigames are still available and there are myriad ways to make money to improve your Urb's lifestyle.

OBJECT COLLECTING

Collecting objects can be its own reward. But it takes work and dedication (and money, of course) to fill your Urb's home with all the best objects. To accomplish this ambition, your Urb must reach the top of all Rep groups, finish all missions, and invite over and impress every other Urb with your swank apartment.

The first step in this journey is creating your miniature alter ego; this is done in Create-an-Urb.

NAME AND APPEARANCE



Some parts of your Urb's appearance can be changed later, but this is where you lay all the groundwork.

Start by naming your Urb. Next, select gender, skin tone, hairstyle, and hair color in the Create-a-Bod screen. Finally, customize your Urb's duds in The Threads.

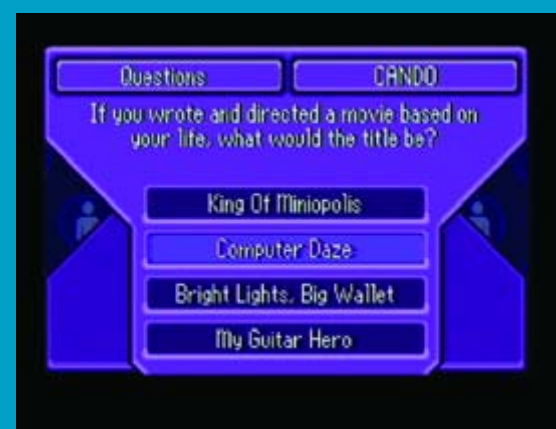
CHANGING APPEARANCE

Fret not if you come to regret your choices in creating your Urb; there are several ways to change your appearance (but not your sex) later.

- **CLOTHING RACK:** This is found in the Thrift Shop. Interacting with a clothing rack takes you back to The Threads menu to change to any outfit you choose. The best part: It's free.
- **BOD-MOD BOOTH:** This object, awarded for reaching Artsie Kevel 6, accesses the Create-a-Bod screen for alteration of hair color and skin tone. Some of the changes are available *only* from this object. It can also be acquired in auctions from players who've earned it.
- **DRESSER:** This purchased item works exactly like the clothing rack, returning you to The Threads menu to alter the Urb's outfit.

THE QUESTIONNAIRE

The next step is six-step questionnaire that determines two things: your Urb's starting Rep group and which five Xizzles are available to him or her.



The Create-an-Urb questionnaires determine your Urb's Rep group and Xizzles.

QUESTION 1: REP GROUP

If you wrote and directed a movie based on your life, what would the title be? Each answer to this first question corresponds to one of the game's four Rep groups:

"King of Miniopolis"
"Computer Daze"
"Bright Lights, Big Wallet"
"My Guitar Hero"

Streeties
Nerdies
Richies
Arties

Once your starting Rep group is chosen, it can't be changed until the Urb reaches Level 10 in another Rep group. At that point, the other group's king or queen offers you membership. Obtaining Level 10 in an opposing group, however, is no easy task.

Your Urb's Rep group has no effect on your ability to complete the mission game, so choose whichever strikes your fancy. For guidance, read "Rep Groups," below.



Four additional Xizzles are unlocked by achieving Level 8 in each Rep group. They aren't affected or assigned by your answers to this questionnaire.

QUESTIONS 2-6: XIZZLES

The next five questions each determine which of the 14 Xizzles (power-ups) are available for your Urb to acquire. Only these five are available to your Urb until you win the rights to others by playing head-to-head minigames over a GBA link.

QUESTION 2

It's Friday night and you don't have to work! What are your plans?

Pizza and games!
Stay home and sleep:
Prank-call people:

Eager Eager Hippo
Inzombiac
Nemesis

QUESTION 3

What's the first thing you do when you get home from school?

Drink a gallon of OJ:
Play some street ball:
Navigate to the mall:

Little Piddly Diddle
Sweet Smell
Sell Out

QUESTION 4

You just bought a set of turntables and now you need a stage name. What name best suits you?

DJ Chilly Pie:
DJ Krazy Klaw:
DJ Smooth Money:

Play It Off
Mantis Rapture
All Up Ons

QUESTION 5

What's the quickest way to get into an exclusive dance club?

Show off your bling:
Tell some jokes:
Outwit the bouncer:

G'd Up
Jibba Jabba
Nerd Level 5

QUESTION 6

Big muscles are cooler than big brains: true or false?

True:
False:

Chillin' Like a Villain
Livin' Large

See "Xizzles" on the next page to see what each Xizzle does and what choices you're making when answering these questions.

XIZZLES

Xizzles are power-ups that give your Urb a special ability. Some Xizzles enable an Urb to tend to motives less frequently, ease social interaction or money-making, increase funds, or aid in skill-building.

UNLOCKING XIZZLES

Xizzles must first be unlocked. Fourteen of the 18 available Xizzles are unlocked based on answers to questions 2-6 in the Create-an-Urb questionnaire. Only five Xizzles, therefore, are initially available to your Urb.



Once a Xizzle is unlocked, it must be purchased using Xizzle beads from the doorman at Club Xizzle.

The other nine of the 14 can only be unlocked by winning the rights to them from other players. This is done by competing against other players in minigames via a GBA Link Cable multiplayer minigame. Whenever you win a multiplayer minigame, you may randomly receive the rights to one previously unavailable Xizzle from one of the players that you defeated. Only in this manner can you unlock all 18 of the questionnaire Xizzles.

ACQUIRING XIZZLES

Xizzles are obtained from the doorman at the Club Xizzle in exchange for Xizzle beads. Each Xizzle "costs" three strings of Xizzle beads.

Once a Xizzle is purchased, it belongs to your Urb forever, and it's always enabled.

XIZZLE BEADS

Xizzle beads can be collected in two ways: through socializing or by searching the environment.

BEADS BY SOCIALIZING

If you build a relationship with another Urb to a score of 75 or higher, the Urb gives your Urb a string of Xizzle beads. Once obtained, these belong to your Urb no matter what later happens to the relationship score.

Twenty-nine strings can be collected in this manner.



Bead count can be viewed in the Pockets screen.



You unlock new Xizzles in multiplayer only if your opponents have different Xizzles than you, so look for friends with very different Urbz to maximize your chances of success!

FOUND BEADS



Scores of beads are hidden in the nooks and crannies of Miniopolis. When you see a yellow arrow, press to see what's hidden.

Many strings of beads are hidden throughout the game environment. Hidden objects can be discovered in bushes, trees, and so forth. If your Urb approaches a bit of the environment that contains a hidden object, an interaction arrow appears above it; press to search. The result could be a string of Xizzle beads. Xizzle beads can be found in the following locations:

Bayou	near crypt entrance
Bayou	near dark tree, in tires
Cemetery	along mausoleum wall
Time machine, Dec. 2, 2003	bush to left of front porch
Paradise Island	north island, far right on beach
Sim Quarter	in front of townhouse
Bayou twins' shack	exterior, near grill
Glasstown	trash can near clubhouse entrance and graffiti portrait of Darius
Olde Salty's cabin	riverboat, third floor, under the bed
Coffee shop	upstairs, potted plant
Secret lab	machinery near cage
Urbania	near for-sale sign for small brownstone, along fence
Urbania	under school bus
King Tower lobby	potted plant
University	on desk
Magic lamp	baskets in lower right
Pizza bar	coat rack
Basketball court	air duct near benches
Riverboat	under ramp from dock
Crawfish Shack	near chairs, on the long right wall
Hospital	plant in lobby
Gym	in potted plant
Carnival	car behind the sideshow pet vendor
Moon base	left, near frozen mastodon

THE WORLD

THE WORLD OF THE URBZ™: SIMS IN THE CITY™ IS DIVIDED INTO FOUR DISTRICTS:



Urbania

Older area of town, urban but more of a neighborhood. Home to the Thrift Shop, the university, newspaper office, police station, pizza joint/comedy club, hospital, motorcycle shop, and an entrance to Club Xizzle.

The Sim Quarter

The more genteel side of Miniopolis. This southern-style section contains the museum, Olde Salty's riverboat, a fortuneteller, an outdoor market, the Crawfish Shack, the Club Zydeco, the graveyard, and an Internet café.

Glasstown

The high-rise part of town, Glasstown hosts Miniopolis's tallest skyscraper (King Tower), home to Daddy Bigbucks's empire and a gymnasium. It also features a movie theater, a department store for electronics and appliances, an Internet café, an entrance to Club Xizzle, the carnival, and the clubhouses for all four Rep groups.

Offshore

Located offshore north of the Sim Quarter, the bayou is home to a curious pair of twins, the infamous Dark Tree, and occasional sightings of the Red Man. Also found in the waterway are the tiny Nutria Island and two parts of Paradise Island.

Not all areas are available in all missions, but gradually open as your Urb advances.

Mission 1:	King Tower only (in Glasstown but no street access) and Urbania
Mission 2:	Urbania
Mission 3:	Urbania and the Sim Quarter
Mission 4:	Offshore (bayou), the Sim Quarter, Glasstown, and Urbania
Mission 5:	The Sim Quarter, Glasstown, Urbania, and Offshore

GETTING AROUND

There are myriad ways to get around Miniopolis:



Running is your Urb's primary means of transportation.

Walking

Your Urb always has his or her own two feet to get from place to place. It's tiring and time consuming, but it never fails.

Running

Hold **Ⓑ** while walking to sprint. Running expends even more energy but is faster than walking. Watch out, however, when running becomes outlawed in Mission 4; act quickly to have the ban lifted.

Gravboard

Finish Mission 2, Goal 4, and Berkeley Clodd gives your Urb what he thinks is a broken skateboard but is actually a neato hovering gravboard. Pull it out of your pocket by pressing **Ⓡ** and stow it again by pressing either **Ⓡ** or **Ⓑ**. To ride it, press **Ⓐ** to pick up speed (three times for max speed), and then hold **Ⓐ** to continue hovering forward. All motive decay stops while on the gravboard and Fun increases. The benefit of the gravboard is that you never have to remember where you parked it, but you have to give up a precious inventory slot to carry it around. If you don't want to carry it around, you can place it in your home or sell it for a nice price.

The Chopper

Once you complete Mission 3, Goal 2, Dusty Hogg gives your Urb his own motorcycle to cruise around town. Interacting with the bike allows your Urb to ride or repaint it. When on the chopper, **Ⓐ** makes it go. While riding, all motive decay stops and Fun increases.

The Fanboat

Finish Mission 4, Goal 4, and the fanboat can be found moored on a small dock down some stairs, east of King Tower. The boat is propelled by pressing **Ⓐ** but is carried by momentum; you must be pointed in the right direction to get where you're going. To exit the boat, get near any dock and press **Ⓐ**. The fanboat can be used to travel to Paradise Island, Nutria Island, the riverboat dock, and the bayou twins' shack. While you're riding the fanboat, all motive decay stops and Fun increases.

Shortcut

Two shortcuts make navigation a bit more efficient. One goes from the bayou to the graveyard in the Sim Quarter and is open after completion of Mission 4, Goal 3. The other goes from the jail (behind the poster of Misty Waters) to the Dark Tree in the bayou. It only becomes accessible once you achieve a relationship of 100 with Detective Dan.



THE 411

The location of the motorcycle and fanboat are displayed on the World Map, just in case you lose track of them.

PUBLIC PHONES

Scattered around town are public phones that can be used to call other Urbz and learn their current location. You may only call Urbz your Urb has met, and the call costs \$1, but you also gain one relationship point with an Urb who answers the call.



Public phones can be found in various parts of town.



LIVING SPACES

LIVING SPACES SERVE SEVERAL PURPOSES:

They provide a place to refill the Room motive. To keep this motive from failing, your Urb must spend time at either a primary living space or a storage space (see below).

Living spaces serve as an Urb's base for motive satisfaction. To satisfy needs beyond the minimal efficiency provided by public accommodations, your Urb must buy higher-quality motive-satisfying objects (beds, showers, appliances, and so forth) that may only be placed in a living space.

Living spaces allow your Urb to invite other Urbz to visit. Having an upgraded living space to go with a big Rep is the only way to acquire each Urb's unique housewarming gift.

The neighborhood where your Urb's apartment is located can have a negative effect on your Urb's reputation with a particular group. Each Rep group disdains a part of town, and docks your Urb one Rep point if you live there. No matter where your Urb lives, at least one Rep group considers it the wrong part of town. Avoid residing in a part of town disliked by the Rep groups you're actively courting.

RESIDENCES COME IN TWO FLAVORS:

Primary
Storage

PRIMARY RESIDENCES

Each part of town offers several places to live. Where you live depends on the Rep groups you're trying to please and how much you can afford to pay.



A building with a green sign in front is currently vacant. Interact with the sign to make it your Urb's living space.

Your Sim may freely move between any available living space as long as the deposit is affordable. You may own only one apartment at a time, however, so once you buy a new apartment, your old one goes back on the market. Finding a place to live is required to complete Mission 1 and unlock Mission 2, so your Urb always has a primary residence and is required to pay all necessary bills. Whether you upgrade your domicile is entirely up to you.

Below are the game's primary living spaces, listed by their order of availability in the game.

THE URBZ™: SIMS IN THE CITY™, GAME BOY® ADVANCE AND NINTENDO DS™

Small Brownstone

Part of Town	Urbania
Unlocked	Mission 1
Deposit	\$150
Weekly Bills	\$175

Large Brownstone

Part of Town	Urbania
Unlocked	Mission 1
Deposit	\$200
Weekly Bills	\$195

First Mate's Quarters

Part of Town	Sim Quarter
Unlocked	Mission 3
Deposit	\$1,350
Weekly Bills	\$435

Townhouse

Part of Town	Sim Quarter
Unlocked	Mission 3
Deposit	\$1,000
Weekly Bills	\$475

City Apartment

Part of Town	Glasstown
Unlocked	Mission 4
Deposit	\$3,500
Weekly Bills	\$800

Penthouse

Part of Town	Glasstown
Unlocked	Mission 4
Deposit	\$6,500
Weekly Bills	\$999

STORAGE SPACES

Storage spaces are small locations that your Urb can, for most if not all purposes, treat as home.



Storage spaces are a bit cramped but they're handy places for a nap or a recharge of Room motive

Like primary residences, storage spaces can be used to refill Room motive, place and store any object that can be put in a primary residence, and satisfy motives with objects you place there (beds, showers, etc.).

Unlike primary residences, however, storage spaces are usually only big enough for a few essential motive-satisfying objects. They can't be upgraded, and can't take a home phone. On the upside, they're cost-free and can't be robbed.

Your Urb may inhabit as many storage spaces as you like and receives no Rep point penalty for having a storage space in a group's undesirable part of town.

All storage spaces are hidden until earned in some fashion. Some become available when a relationship with a specific Urb reaches a certain score and others only after you've risen to the top of a Rep group. Regardless of how they're earned, all storage spaces are listed below in order of availability:

School Bus

Part of Town: Urbania

Unlocked: Relationship score of 100 with Giuseppe Mezzoalto

Lost Cave

Part of Town: Sim Quarter

Unlocked: Relationship score of 100 with Ewan Watahnee

Garbage Can

Part of Town: Glasstown

Unlocked: Relationship score of 100 with Phoebe Twiddle

Projection Booth

Part of Town: Glasstown (in movie theater)

Unlocked: Relationship score of 100 with Theresa Bullhorn

Genie Lamp

Part of Town: Anywhere. Stored in your pockets

Unlocked: Earn and purchase the Artie Xizzle (Level 8) and the lamp arrives in the mail. Add it to pockets, select it, and press **A** to enter it as a living space (complete with basic facilities).

Clubhouse

Part of Town: Glasstown

Unlocked: Achieve Level 10 in each Rep group and you get the key to that group's clubhouse. With the key in your Urb's pocket, you may enter the clubhouse and use it as a living space.

THE 411

Actually, the entire building containing the clubhouse acts as a storage space for one purpose: satisfying the Room motive. It can even be used before you possess any of the individual clubhouse keys; just enter the lobby and refill the Room motive.

BILLS, BILLS, BILLS



Bills arrive just inside your Urb's doorway.

Bills arrive at your abode every five days in the form of an envelope just inside the door. To pay bills, select the envelope and choose "Pay Bills." The amount of your bills is a fixed sum determined by the house in which your Urb lives. Bill amounts are listed above for each living space.

THE 411

Having a roommate cuts your weekly bills in half.

Bills may actually be lower or higher than the listed amounts. Lower bills by purchasing upgrades to the house's utility system (see "Upgrades," below). Bill amounts are higher if a moving crate fee (see "Moving," below) has been incurred since the last billing cycle.

Failure to pay your bills within five days (by the time the next set arrives) sends you to the Urbania jail.

UPGRADES

Every primary residence can be upgraded to make it safer, more socially useful, and less expensive to inhabit.



Upgrades can be accessed, depending on the space, via the hot water heater...



...or the circuit box.

In each house is either a hot water heater or a circuit box with which your Urb may interact and from which all upgrades may be purchased.

Small Brownstone:	Hot water heater, left of the door.
Large Brownstone:	Hot water heater, left of the door.
First Mate's Quarters:	Circuit box near the stairs.
Townhouse:	Hot water heater, upstairs.
City Apartment:	Circuit box in upper right corner.
Penthouse:	Circuit box upstairs in lower left corner.

Upgrades remain with the house and do not transfer to an Urb's new home. If, however, the Urb returns to a previously inhabited house, the upgrades are still in place.

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UTILITIES

Utility upgrades reduce the amount of the living space's weekly bills.

Baseboard Heating: Default
Central Heating (\$600): Reduces bills by 20%
Double-Pane Windows (\$2,000): Reduce bills by 40%

DOMO-MOJO

Domo-Mojo upgrades increase how much other Urbz like your Urb's house when deciding whether to bestow a housewarming gift. If you wish to collect the unique housewarming gift objects, this upgrade increases your chances of getting them.

Mild: Default
Stylin' (\$750): Increases approval by 25%
Groovy (\$1,500): Increases approval by 50%

SECURITY SYSTEM

Security upgrades decrease or eliminate the chance of object theft.

No Security: Default
Burglar Alarm (\$250): Chance of theft reduced by 50%
Nite-Ninja Security Squad (\$1,500): No theft.

FIRE ALARM

Fire alarm upgrades relieve you of having to call the fire department in case of a fire, or eliminate the need for firemen at all.

No fire alarm: Default
Smoke Detector (\$50): Automatically summons fire department
Halon Suppression System (\$500): Prevents all fires.

MAIL/PACKAGES



Packages, like bills, arrive just inside your Urb's door. They can hold up to eight items.

Mail can arrive each day an Urb's primary residence and appears as either an envelope or a package just inside the living space's front door. Several things can arrive in the mail:



BILLS

Bills appear every five days in an envelope.

CHECKS

Checks arrive periodically in an envelope. These can be, for example, income from sponsorship of a museum exhibit or by virtue of a random telephone event (i.e. winning a contest). The check's amount is added to your Urb's personal fund when the envelope is opened.

PACKAGES

Objects sent to the Urb arrive in a brown cardboard box. Such deliveries include anything ordered from an online store or a periodic Rep group magazine. Interacting with the box displays everything in the box; selecting an object moves it to the Urb's pockets. If more than one object is delivered, they all appear in a single package. Don't let the box fill up or new deliveries can't be made. If your Urb's package is full, a message says so every time you enter the house.



Sometimes you get a mystery item delivered to you after you've been playing for a while. These are "holiday" objects that commemorate your time spent in Miniopolis.



HOME PHONE

The home phone is any phone located in a primary living space. It is far more powerful than the public phones, offering several more options under the "Make a Call" interaction:



The home phone is the only one that can be used to invite Urbz to visit or summon household services.

CALL SERVICES

A maid, repairman, or firefighter can be hired or summoned.

CALL A FRIEND

Call any Urb your Urb has met. If call is answered, Urb gets one relationship point with the called Urb and discloses where he or she can be found during the current hour.

INVITE A FRIEND OVER

Issues an invitation to any Urb your Urb knows. Whether that Urb accepts and what happens when the visit is discussed below in "Visitors."

INCOMING CALLS

Occasionally, your Urb's phone rings; it's answered only if you direct your Urb to do so. Every hour the Urb is home, there's a 5 percent chance that the phone will ring.

RANDOM INCOMING PHONE CALLS

CALL	TYPE	NPC PORTRAIT	RESULT
Lottery Win	Positive	Mambo Loa	\$1,500 will arrive in the mail.
Banking Error	Positive	Daddy Bigbucks	\$200 will arrive in the mail.
Free Gift	Positive	Giuseppi Mezzoalto	Random free object delivered.
Survey	Positive	Lily Gates	\$50 arrives in the mail for longer-than-average phone call.
Holiday Sale	Positive	Crystal	25% discount at all stores for reminder of day.
Wrong Number	Neutral	Random	Nothing
Uncle Hayseed	Neutral	Uncle Hayseed	Nothing
Police Donation	Neutral	Detective Dan	-\$100 and +3 relationship with Dan if yes; -5 relationship with Dan if no
Safety Inspector	Negative	Ewan Watahnee	-\$150
Pulling the Strings	Negative	Daddy Bigbucks	Taken directly to jail. Must pay \$100 or serve six-hour term
Prank Call	Negative	Random	NPC with whom Urb has a negative relationship Randomly generated generic prank call between midnight and 6 a.m.

VISITORS



If visitors are suitably impressed, they show it with unique gifts.

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Inviting another Urb to visit improves your relationship score with the invited Urb (+2 if they accept and +1 if they decline) and provides an opportunity to acquire an otherwise unavailable housewarming gift object if the invited Urb approves of your home.

ACCEPTANCE

Whether an invited Urb accepts depends primarily on relationship score, but also on schedule and random chance:

If your relationship score with the invited Urb is less than zero, they always decline.

If the Urb's schedule lists him or her as unavailable, the Urb answers the phone but declines regardless of relationship.

If an Urb is available and there's a positive relationship, he or she accepts based on relationship score and random chance. The higher the relationship, the more likely an acceptance. But even if the relationship is at maximum, the Urb may decline.



If one Urb is visiting, you can't invite another.

HOUSEWARMING GIFTS

Urbz have unique decorative items to give your Urb if they're sufficiently impressed with your home when invited to visit. Whether they give the gift depends on relationship score, the living space's Domo-Mojo upgrade (see "Upgrades," above), and your Urb's Rep score with the visitor's group.



Having the full Domo-Mojo upgrade and a Rep score of 10 with a visitor's group guarantees a housewarming gift. Since independent Urbz don't have a Rep group, the full Domo-Mojo upgrade is necessary to provide any chance of their giving a gift.

HOUSEWARMING GIFTS

Bayou Boo	Stuffed Python
Berkeley Clodd	3 Card Monte Table
Cannonball Coleman	Music Stand
Crawdad Clem	Stuffed Gator
Crystal	Electro Lamp
Daddy Bigbucks	Key to the City
Darius	Uncle Suede Shizzle's Cane
Detective Dan	A Safe
Dusty Hogg	Burning Spoke Sign
Ephram Earl	Stone Angel Statue
Ewan Watahnee	Traffic Light
Giuseppi Mezzoalto	Basket of Oranges
Gamma Hattie	Soap Box
Harlan King	Throne
Kris Thistle	Golden Mop
Lily Gates	Blind Justice Statue
Lincoln Broadsheet	Old Typewriter
Lottie Cash	Venus Statue
Luthor L. Bigbucks III	Sports Car Front End
Mambo Loa	Voodoo Doll
Maximillian Moore	Periodic Table
Misty Waters	Miss Simverse Trophy
Olde Salty	Mounted Swordfish
Phoebe Twiddle	Pink Flamingo
Polly Nomial	Khroniton Reactor
Pritchard Locksley	Theater Masks
Roxanna Moxie	Flaming Hoop
Suzie Pirnova	Veloci-Rooster Skeleton
Theresa Bullhorn	Movie Standee

MOVING

Whenever you purchase a new primary living space, all objects from the Urb's previous house are packed into a bottomless wooden crate and delivered immediately to the new abode.



The first thing to do when arriving at a new home is to unpack the crate and return it; keep it for too long and you're charged a bundle.

Interact with the crate to transfer items to your Pockets and place each item individually. Since pockets can only hold up to eight items, it may take several visits to the crate to empty it.

Unpack and return the crate immediately because the moving company charges a weekly penalty for unreturned crates.

Even a peaceful city like Miniopolis has a jail for the occasional wrongdoer. If you're not careful, that might be you.



Interacting with the jail door is how you pay your fine if you don't want to do the time.

PUBLIC URINATION

Each time you let your Bladder motive hit bottom, your Sim urinates on the floor. Such an antisocial act, however, carries a 50 percent chance of immediate incarceration.

To get out, you must either pay a \$100 fine for immediate release or wait six game hours to serve your sentence. Upon release, you're dumped outside the jail, ready to resume life "on the outside."

Luckily, you can spend your time behind bars well. There's a toilet, a bed, and even free weights, so you can work on your Body skill.

PASSING OUT

Several things cause your Sim to pass out and go to the hospital.



Denying your Urb food eventually means a visit from the genie and a trip to the hospital.

JAIL

There are two ways to end up in jail, each with its own way out.

NONPAYMENT OF BILLS

Failure to pay bills within five days of their arrival results in a trip to the pokey. Once inside the lockup, you have three choices (available by selecting the cell door).

PAY BILLS IN FULL

If you have the money, you pay both the overdue bills and the newly arrived bills.

PAY TOWARD BILL

If you have less than the full amount, you're released if you pay everything you have at the moment. You then have two days to earn and pay the rest, or you're transported back to solitary confinement.

DECLARE BANKRUPTCY

If you select this option, all your bills are wiped out, but a random item is repossessed from your home.

STARVATION

If the Hunger motive drops to rock bottom, the Urb passes out.

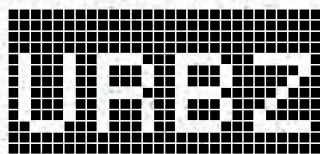
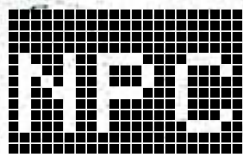
ACCIDENTAL INJURY BY FIRE OR ELECTROCUTION

Urbz who try to fix an object beyond their Mechanical skill may receive an electrical shock. Likewise, if they stand very close to a fire, there's a chance of passing out from smoke inhalation (the higher the Urb's Body skill, the lower the chance of passing out).

DEVOURING BY MAN-EATING PLANTS

In the bayou, being eaten by a man-eating plant is a constant danger. Get too close to one, and the plant draws your Urb toward its gaping maw. Escape by mashing Ⓢ; the higher the Urb's Body skill, the easier the escape.

An Urb who passes out immediately awakens, with motives mostly restored, in the law office level of King Tower (Level 1 until your Urb is taken to jail), in the bayou twins' shack (if trapped in the bayou in early Mission 4), or in the hospital (any other time).



What fun would it be to be the only Urb in town? Fortunately, Miniopolis is pretty darn crowded with a wide variety of fellow Urbz.

There are three kinds of non-player character (NPC) Urbz: social, service, and shopkeeper.



BERKELEY CLODD

Rep Group: Independent

Favorite Hangouts: Thrift Shop, Sim Quarter docks, carnival, riverboat

Roommate: No

CRAWDAD CLAM

Rep Group: Independent

Favorite Hangouts: Bayou, Crawfish Shack

Roommate: No

BAYOO BOO

Rep Group: Independent

Favorite Hangouts: Bayou, Crawfish Shack

Roommate: No

CANNONBALL COLEMAN

Rep Group: Artsie

Favorite Hangouts: Near and in pizza shop, Zydeco Club and coffee shop

Roommate: Yes

SOCIAL URBZ

Social Urbz are the folks with whom your Urb interacts and tries furiously to impress. Each social Urb is either independent or belongs to a Rep group.

Many, but not all social Urbz can be roommates in your primary living space. Having a roommate cuts your Urb's share of the bills in half and assures you can always find the roommate Sim. On the downside, having a roommate in a Rep group who is disliked by another Rep group costs you one Rep point with the second group. Check the descriptions below to see who can be your roommate.



DADDY BIGBUCKS

Rep Group: Independent

Favorite Hangouts: Paradise Island

Roommate: No

DETECTIVE DAN

Rep Group: Independent

Favorite Hangouts: Jail

Roommate: No

CRYSTAL

Rep Group: Streetie

Favorite Hangouts: Near jail and newspaper office, Club Xizzle

Roommate: No

DARIUS

Rep Group: Streetie (King)

Favorite Hangouts: Sim Quarter, Club Xizzle (Urbania), Rep clubhouse (Glasstown).

Roommate: No



EPHRAM
EARL

Rep Group: Independent

Favorite Hangouts: Mausoleum,
cemetery, bayou

Roommate: No

GIUSEPPI
MEZZOALTO

Rep Group: Independent

Favorite Hangouts: Riverboat,
Sim Quarter

Roommate: No

GRAMMA
HATTIE

Rep Group: Independent

Favorite Hangouts: Urbania,
pizza shop, Sim Quarter,
fortuneteller

Roommate: No

DUSTY
HOGG

Rep Group: Independent

Favorite Hangouts: Chopper
shop, jail

Roommate: Yes

EVAN
WATAHMEE

Rep Group: Streetie

Favorite Hangouts: Chopper
shop, Urbania

Roommate: Yes



If your goal is to cruise to the top of all of the Rep groups, stick to independent Urbz as roommates until you've mastered all the groups.



KRIS THISTLE

Rep Group: Streetie

Favorite Hangouts: Various floors of King Tower

Roommate: Yes

LINCOLN BROADSTREET

Rep Group: Nerdie

Favorite Hangouts: Newspaper Office

Roommate: No

HARLAN KING

Rep Group: Independent

Favorite Hangouts: Secret lab (only after Mission 5 is completed)

Roommate: No

LILY GATES

Rep Group: Richie

Favorite Hangouts: Sim Quarter docks, King Tower lobby, King Tower law office

Roommate: No



LUTHOR L.
BIGBUCKS
III

Rep Group: Richie (King)

Favorite Hangouts: Museum,
Paradise Island, Café Multiplaya

Roommate: No

MAXIMILLIAN
MOORE

Rep Group: Nerdie

Favorite Hangouts: Hospital,
Café Multiplaya

Roommate: No

LOTTIE
CASH

Rep Group: Richie

Favorite Hangouts: Hospital,
pizza shop, Glasstown
megamall

Roommate: No

MAMBO
LOA

Rep Group: Independent

Favorite Hangouts:
Fortuneteller, Crawfish Shack

Roommate: No



OLDE SALTY

Rep Group: Independent

Favorite Hangouts: Riverboat

Roommate: No

POLLY NOMIAL

Rep Group: Nerdie (King)

Favorite Hangouts: University,
Café Multiplaya, Sim Quarter

Roommate: No

MISTY WATERS

Rep Group: Richie

Favorite Hangouts: Gym,
Paradise Island

Roommate: Yes

PHOEBE TWIDDLE

Rep Group: Independent

Favorite Hangouts: Thrift store,
pizza shop

Roommate: Yes



PRITCHARD
LOCKSLEY

Rep Group: Artsie

Favorite Hangouts: Sim Quarter,
movie theater, newspaper office

Roommate: No

ROXANNA
MOXIE

Rep Group: Richie (King)

Rep Group: Artsie (King)

Favorite Hangouts: Carnival,
Sim Quarter

Roommate: No

SUZIE
PIRNOVA

Rep Group: Nerdie

Favorite Hangouts: University,
Sim Quarter, Café Multiplaya

Roommate: Yes

THERESA
BULLHORN

Rep Group: Artsie

Favorite Hangouts: Movie theater,
Sim Quarter, Club Zydeco

Roommate: No

SERVICE NPCs

Service NPCs show up when summoned for specific tasks, but you can't interact with them in any way.



FIREMAN

The fireman comes when summoned by phone or automatically when alerted by the Level 2 fire alarm system upgrade. Calling the fireman when there's no fire entails a \$100 fine.

MAID

When called on the phone, the maid comes for a one-time visit; she must be called each time she's needed. Whether anything needs cleaning or not, she charges \$400 per visit.

GENIE

Whenever your Urb passes out (for whatever reason), they're first mocked by and then transported to safety by the genie. Where they're taken depends on where you are in the missions.

REPAIRMAN

The repairman comes when summoned by phone and fixes all broken objects in the house. Whether anything needs fixing or not, the repairman charges \$100 per visit.

SHOPKEEPERS

Shopkeepers run the various stores, stands, shops, and eating establishments in Miniopolis but can't otherwise interact with your Urb.

THE 411

If you plan to use the maid often, consider instead purchasing the Robot Monkey Butler object; it pays for itself in 10 maid visits.

MOTIVES

Motives represent your Urb's basic urges, both physical and psychological. The average of these five basic motives represents your Urb's overall Mood. Keep your motives high and Mood follows.

In the world of *The Urbz™: Sims in the City™*, the essentials to be satisfied for a happy life are:

HUNGER

Your need for nourishment is crucially important. To satisfy Hunger, you must consume food, whether from refrigerators, stoves/ovens, vending machines, or restaurants.



Public grills are but one way to satisfy Hunger.

Hunger satisfaction ebbs over time, reaching bottom in eight hours. To counteract this, consume food. The amount of satisfaction you get from a meal depends on how nourishing it is, which is, in turn, determined by how much the food or its cooking object costs. The pricier the purchased meal or the more expensive the cooking object, the more nourishing the food.

Hunger is a critical motive. If you let it sink completely, your Urb passes out.

THE 411

While waiting for a fridge or oven to appear in the Thrift Store in Mission 2, satisfy your Hunger motive by using the grill in the public garden in the center of Urbania. It costs \$20 but totally satisfies Hunger.

HYGIENE

Keep yourself clean by taking showers and washing hands.



Hand-washing is all well and good, but the only way to really stay ahead on Hygiene is a good soaking shower.

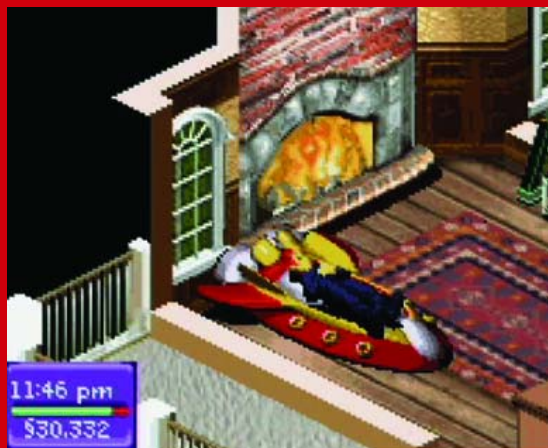
Hygiene falls steadily as you go through the activities of your day. Hygiene decay is also accelerated by having a Bladder accident, developing Body skill and some job minigames. Without any acceleration, Hygiene completely depletes in 30 hours.

THE 411

Hygiene runs out even faster if your Urb doesn't wash his hands every time he uses a toilet. Get in the habit to extend the time between showers.

ENERGY

Your need for rest is represented by Energy. Replenish Energy by sleeping in beds or on couches, drinking coffee, or using the crystal ball.



A bed is the most efficient place for Energy replenishment.

Energy depletes steadily over 29 hours if nothing affects it. Decay can be sped up by weight lifting, some job minigames, dancing, and, most important, running.

Energy is a critical motive. If you let it drop completely, your Urb falls asleep where he's standing (at a substantial cost to Comfort).



The crystal ball satisfies Energy, Social, and Fun motives.

SOCIAL



Every conversation feeds the Social motive. Go too long between chats and the motive starts to dwindle.

No Urb is an island. Every minute you're not interacting with other Urbz, your Social motive is decreasing. Keep it high by regularly interacting with other Urbz in conversation.

Social decays completely if you don't interact with anyone for 28 hours.

COMFORT

Comfort may seem like a luxury, but it's not. Satisfy your Comfort motive by sitting on chairs, recliners, or couches or sleeping in beds or on couches.



Sitting anywhere satisfies Comfort.

Comfort decays completely if you go without a sit-down or a rest for 16 hours. Comfort also takes a negative dive if you let your Bladder motive go unmet; wet Urbz are not comfortable Urbz.

BLADDER

Your need for Bladder relief is a fact of life. Bladder declines steadily over seven hours, making it your most demanding motive. Bladder decay can also be sped up by drinking espresso, water from fountains, or bar drinks.



Always know where the nearest toilet is or you might end up back in Dan's jail.

The only way to satisfy your Bladder motive is to use a toilet. You can always relieve yourself on the floor, but there are several repercussions. Having an "accident" results in a puddle that drags down your Room motive until mopped up (if you're at home), as well as a dramatic drop in both Hygiene and Comfort. It can also, if you do it outside your house, result in a trip to the jail and either a six-hour sentence or a \$100 fine.



FUN



Generally, Fun is satisfied by playing games or being entertained.

Fun is just as important to your Urb's life as other motives. To feed this motive, do entertaining things like interacting with recreational objects, dancing at a nightclub, riding your motorcycle, playing with a pet, or admiring decorative objects.



One of the best ways to keep Fun high is to travel by motorcycle or graviboard. It feeds the motive while freezing all others.

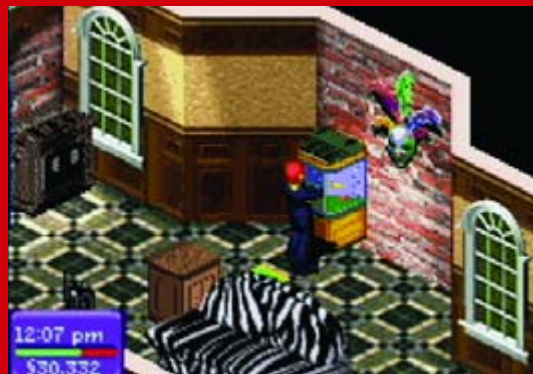
Over time, Fun runs dry in 24 hours.



Riding the motorcycle, graviboard, or fanboat fills the motive for Fun, but it also freezes all other motives. Fun increases, but your motives don't change as long as you're riding these vehicles.

ROOM

Room is a combination of the condition of the objects in your house and your time away from home.



Home is where the Room motive is. At least, that's where it gets satisfied. How quickly it fills, however, depends on how nice your Urb's stuff is.

Every minute you spend in your place of residence replenishes your Room motive. The speed of this motive satisfaction is determined by the collective coolness of your possessions and their condition. The maximum possible replenishment is decreased by having a messy house (dirty bathroom fixtures, an unmade bed, Urb or pet puddles on the floor) or broken objects. Cleaning helps raise this temporary cap (whether it's done by you, a maid, or a Robot Monkey Butler), as does fixing broken objects (again by you or by a professional repairman).

Conversely, every minute away from your house depletes your Room motive — essentially Urb homesickness. Room degrades completely if you spend 24 hours away from home.

WHY WORRY ABOUT MOTIVES?

As in life, there are times when tending to your Motives can seem like a nuisance. It helps to keep in mind what you're getting by keeping your motives high.

SOCIAL INTERACTIONS



If a motive is low, conversation may be interrupted. Sometimes, embarrassingly so.

Conversation is important, but not more important than your motives. As such, you can't engage in conversation with another Urb if any of your motives (except Social) is too low. You must tend to any extremely low motives before anyone will talk to you.

SKILL OBJECTS

You may not use any skill-building objects if your overall Mood (the average of all your motives) or any of the critical motives (Hunger, Energy, Bladder) are too low. Likewise, you get kicked from using a skill object before reaching your next skill point if Mood or a critical motive falls too low while you're using it. Tend to any sagging motives to get back in the action.

JOB MINIGAMES

As with skill objects, low Happiness or near-bottom critical motives (Hunger, Energy, Bladder) prohibit you from entering any job minigames.



PASSING OUT



If Hunger motive is exhausted, your Urb wakes up in the hospital.

Passing out can occur if you let Hunger drop to absolute bottom. Fail to tend to this motive, and your Urb drops like a sack of bricks, awakening in the hospital (or other appropriate destination). Hospitalized Urbz find their motives fully restored and their wallets lightened by a \$20-per-visit charge added to their weekly bills.

THE 411

Failing Energy motive does *not* land your Sim in the hospital. If your Energy drops to absolute bottom, your Urb drops to the ground and falls asleep wherever he or she is, for an uncomfortable 40 winks. You can't wake your Urb until the nap is over.

SATISFYING MOTIVES AWAY FROM HOME

Though home is the primary place for dealing with your motives, there are many places you can satisfy your motives even when you're not home.

Hunger:	Buy food at restaurant, grill food on a public grill (\$20), drink from a water fountain, or buy something from a vending machine.
Hygiene:	Hit the public showers, in the gym on Paradise Island, for example.
Energy:	You can catch a nap on couches and benches. The ones in the hospital are available 24 hours a day.
Social:	Talk to any Urb anywhere.
Comfort:	Sit on public benches, chairs in restaurants, or couches.
Bladder:	Public toilets are located all over Urbania.
Fun:	Fun objects can be found all over Urbania.
Room:	Sorry, there's generally no place like home. Fortunately, home can be your primary living space or any storage space you've unlocked or acquired. It also includes the four Rep clubhouses and (here's a bit of a secret) the clubhouse lobby—even if you haven't gained access to the clubhouse itself.

OTHER WAYS TO SATISFY MOTIVES

Motives can be satisfied in some more unusual ways:

COFFEE



Coffee is the elixir of life; the stuff from Café Multiplaya gives Energy and may feed another motive too.

Some coffee types purchased from the Café Multiplaya and coffee shop feed a different motive (in addition to Energy).

Cup o' Jay:
Cup o' Kev:
Cup o' Les:

Social
Comfort
Fun

Sensory Deprivation Chamber

The Richie Rep object restores Energy, Comfort, Bladder, and Hygiene very quickly.

PETS



Take a pet for a walk to have a ready source of both Comfort and Fun.

Pets can satisfy both Comfort (when petting) and Fun (when playing).

MOTIVES AND XIZZLES

Many Xizzles affect the decay of motives:

Eager, Eager Hippo	Slows Hunger decay by 30%
Inzombiac	Slows Energy decay by 30%
Little Piddly Diddle	Slows Bladder decay by 30%
Sweet Smell	Slows Hygiene decay by 30%
Play It Off	Slows Comfort decay by 30%
Mantis Rapture	Slows Fun decay by 30%
Chillin' Like a Villain	All motives decay slowed by 10%

RELATIONSHIPS

AND

REPUTATION

How much and how well your Urb interacts with other Urb goes a long way in determining how smoothly you progress. If you grasp how to build and maintain relationships, everything else falls into place.

In *The Urbz™: Sims in the City™*, there are two aspects to inter-Urbz relations: relationships and reputation.

RELATIONSHIPS

All relationships are measured in terms of relationship score. This score, ranging from -100 to 100, is displayed as a number and a vertical bar on the right edge of the screen in the Popularity menu (for the highlighted Urb) or conversational interface.Xxx



The Nemesis Xizzle causes one randomly selected relationship to drop to -100 and all other relationships to rise by +6. Purchase it at your own risk!



The Popularity screen details the level of every relationship and your Urb's overall popularity.

Most every interaction that involves another Urb affects this score positively or negatively.



Only Urbz your Urb has met appear in the Popularity menu or on the list of Urbz reachable by telephone. When you meet an Urb for the first time, your relationship score with that Urb is set to 10, with two exceptions. Daddy Bigbucks begins at -5 and Kris Thistle starts at +25.

RELATIONSHIPS AND REPUTATION

MAKING FRIENDS

A friend is defined as any Urb with whom you have a relationship score of 50 or greater. Many game objectives require you to have a certain number of Urbz who qualify as friends, so collect as many as possible.



Friends show their status with the smiley face background.

THE 411

Every friend your Urb makes in a Rep group means an additional Rep point with that group. However, if your relationship with that Urb drops below 50, you lose the Rep point.

A person stays a friend until the relationship score drops below 50.

The best way to tell if someone's a friend is to look at the background during a conversation. A friend's background is covered in smiley faces.

THE 411

Friends wave at your Urb as you walk by. If the friend is in a Rep group, this may be replaced by a gesture triggered by your Urb's Rep score with that group.

LOVE

Love is a special relationship that can arise with an Urb of the opposite sex in certain circumstances.



Love is evidenced by the sea of hearts in an Urb's background.

The benefit of Love is that it adds +2 to all Social interactions.

Love results only from a successful kiss (rejectable) or a flirt (always accepted) interaction. Just doing one of these interactions, however, doesn't guarantee love.

The higher your relationship score with an Urb, the greater the chance of love. Specifically, it equals one-half the relationship score (a relationship score of 90 equates to a 45 percent chance of love).

RELATIONSHIP DEGRADATION

Every day, untended relationships decay randomly by 0-3 points.

THE 411

Getting the G'd Up Xizzle reduces daily relationship degradation by 1 point.

POPULARITY

Popularity (shown in the Popularity menu) is the average of your relationship scores with every Urb you've met. To keep this high, keep individual relationship scores up and offset any low scores with extremely high ones. Some mission objectives require certain levels of popularity.

CONVERSATION

Most relationship building is done via conversation.

Conversation and Motives



An extremely low motive prohibits any further conversation.

If a motive is critically low or becomes so during a conversation, your Urb is unable to converse further until the motive is satisfied.

Conversational Mechanics

Entering into a conversation with an Urb shifts the view to a special close-up display.



An "!" icon over a Sim's head indicates one of two things. Either the Sim wants to meet you for the first time, or you need to speak with that Sim regarding a mission objective.

If the latter is the case, the exclamation point that appears as a conversational icon is silver.



In the conversational screen, icons across the bottom of the screen represent topics, and the vertical bar to the right represents the relationship.

The background and a vertical bar (to the right), showing the relationship score represent your relationship with an Urb. Normally, the background is distinctive to the Urb, but it changes to smiley faces once friendship is achieved and to hearts if love blossoms.



One conversational topic, Jibba Jabba, is represented by a purple icon and is only occurs if your Urb has unlocked and acquired the Jibba Jabba Xizzle.

At the bottom of the screen are three randomly generated interaction icons, each of which has an effect on relationship score.



If you know none of the interactions will produce a positive result, back out of the conversation by pressing **Ⓢ**. Then re-engage with the Urb.

Three new icons are displayed after each interaction is completed



The orange "Friendly Stuff" icon leads to three important non-conversational interactions.

To the right of the three blue conversation icons is an orange icon labeled with a "*" and the title "Friendly Stuff." From this menu, you may give an object to the other Urb or ask him or her to do an errand or to be your roommate. Each of these options and its effect on relationship score is discussed below.



In some situations, a red button with a "?" appears. This interaction provides help and tips.

CONVERSATION AND RELATIONSHIP SCORING

All social interactions have an effect on the relationship, but the amount of that effect and whether it builds or damages the relationship depends on the recipient. Every Urb has a fixed reaction to each kind of interaction.

Hug and kiss interactions can be rejected; the higher the

relationship, the more likely the acceptance (hug is accepted more easily than kiss). An accepted hug or kiss gives +2 relationship; a rejection triggers -3.

To help you choose which interactions to use with which Urb, consult the table below:

SOCIAL INTERACTIONS BY URB

URB	Aliens	Annoy	Apologize	Art	Bad Pun	Bayou	Books	Brag	Call Name	Carnival	Cars	Cheer Up	Coffee Shop	Complain	Compliment	Computers	Construction	Cooking	Cosmos
Bayou Boo (Vampire)	1	-3	3	-2	3	3	3	-3	-3	-2	-2	3	-3	-3	3	0	3	1	3
Bayou Boo (Normal)	1	-3	3	-2	3	1	3	-3	-3	3	-3	3	-3	-3	3	0	3	-3	3
Berkeley Clodd	1	0	-2	3	2	2	2	-3	-3	1	-3	3	-2	-2	2	2	0	1	-3
Cannonball Coleman	2	-2	1	3	2	0	2	-4	-4	1	-2	2	1	-3	2	-3	-2	3	3
Crawdad Clem	1	-1	1	-2	1	3	2	-1	-2	-2	-1	3	-1	-1	2	0	2	4	3
Crystal	0	-2	1	3	0	-1	-3	2	-4	2	2	-2	2	1	2	1	2	2	1
Daddy Bigbucks	-2	-2	-1	2	-2	2	-1	1	-5	-2	1	3	-1	1	2	1	3	0	-2
Darius	0	-2	2	2	3	-2	0	-2	-5	1	2	2	-2	-2	3	0	2	-1	-1
Detective Dan	1	-2	1	-2	2	0	1	-3	-5	-1	-2	2	2	-4	2	-2	-2	2	-2
Dusty Hogg	2	-5	-2	-2	2	2	-2	2	2	1	0	2	-2	0	2	-2	3	0	0
Ephram Earl	2	-6	-5	2	-6	2	2	-6	-5	2	2	-6	2	-5	-6	2	2	2	2
Evan Watahnee	0	0	1	3	2	2	3	-4	-4	0	3	2	0	-6	2	-4	2	2	2
Giuseppe Mezzoalto	1	-2	-1	2	-6	-2	1	3	2	-3	2	-1	-2	-4	-6	1	2	1	-2
Gamma Hattie	-2	-2	1	2	2	1	0	-3	-2	-2	-3	3	2	1	2	-2	-3	4	3
Harlan King	2	-2	3	3	3	0	2	2	-3	3	2	2	-3	-2	3	2	2	2	3
Kris Thistle	1	-2	1	2	2	-2	0	-2	-4	2	-2	2	1	0	2	-1	0	3	3
Lily Gates	-2	-2	0	1	1	-1	-2	-1	-5	2	-1	0	2	-1	4	3	-2	2	2
Lincoln Broadsheet	3	-4	-1	1	-1	-3	0	2	-2	-1	1	0	0	3	-1	3	-3	1	-2
Lottie Cash	1	-2	1	1	3	0	2	-2	-3	3	-2	-2	0	-2	3	1	2	0	3
Luthor L. Bigbucks III	-2	-1	-1	-1	2	2	-1	2	-2	3	1	3	2	-1	4	2	-2	0	3
Mambo Loa	1	-4	5	2	-3	1	2	-4	-5	1	-1	5	-3	3	5	1	2	1	1
Maximillian Moore	0	-3	1	-1	2	-3	2	-2	-4	2	2	2	2	-3	2	3	0	1	3
Misty Waters	-1	-4	0	2	-1	-2	0	1	-3	2	2	3	-2	-4	3	0	4	3	-1
Olde Salty	-4	-5	2	-2	3	2	-1	2	2	3	-2	0	-2	-2	3	-1	-2	2	2
Phoebe Twiddle	2	-2	1	2	0	-2	1	-2	-6	1	-2	2	2	-2	2	-1	-1	3	1
Polly Nomial	1	-5	2	3	3	0	2	-2	-3	-2	-2	2	2	-2	3	2	2	0	3
Pritchard Locksley	-3	-3	2	3	2	-2	3	-3	0	2	-2	3	3	3	2	-3	-3	-3	-3
Roxanna Moxie	3	-3	0	2	1	-1	-1	-2	-3	3	-2	2	-2	-2	2	-2	2	1	3
Suzie Pirnova	2	-2	0	-2	3	2	3	2	-4	-2	2	4	1	-3	3	3	1	2	-1
Theresa Bullhorn	2	-3	2	2	2	1	2	0	-3	1	-2	1	1	-2	2	-2	-2	1	2

CONVERSATION AND RELATIONSHIP SCORING

SOCIAL INTERACTIONS BY URB

	Crime	Cry	Dancing	Entertain	Exercise	Flea Market	Flirt	Games	Gossip	Graveyards	Health	Hobbies	Home	Home Décor	Hug (Y/N)	Hygiene	Insult	Intimidate	Jail
Bayou Boo (Vampire)	-3	0	0	3	-3	0	3	3	-3	-3	2	3	2	2	2/-3	1	-3	-3	1
Bayou Boo (Normal)	-3	0	0	3	-3	0	3	3	-3	-3	3	3	3	3	2/-3	3	-3	-3	0
Berkeley Clodd	1	-1	0	1	2	-3	3	3	2	2	2	2	-3	1	2/-3	0	-3	-2	1
Cannonball Coleman	0	2	2	2	2	1	3	1	1	2	1	2	2	0	2/-3	-3	-5	-2	1
Crawdad Clem	-2	2	2	2	-1	0	3	1	-1	-1	1	3	2	1	2/-3	-1	-5	-2	1
Crystal	-2	-4	2	2	1	-2	3	-2	2	-3	-2	2	2	1	2/-3	1	-6	-2	1
Daddy Bigbucks	0	-2	-3	-6	1	-2	3	2	2	0	3	0	1	2	2/-3	-3	-6	-5	1
Darius	-3	-2	2	2	2	-2	3	2	2	-2	0	3	2	0	2/-3	-3	-4	-4	1
Detective Dan	3	-2	-3	2	2	1	3	3	1	-2	3	2	2	2	2/-3	2	-4	-4	1
Dusty Hogg	-4	-6	-2	3	2	-1	3	2	2	1	0	2	1	0	2/-3	-2	3	4	1
Ephram Earl	2	-5	2	-5	2	2	3	2	-5	2	2	2	2	2	2/-3	2	-5	-6	0
Evan Watahnee	-2	2	0	2	2	2	3	1	-3	0	2	2	1	0	2/-3	-3	-2	-4	1
Giuseppi Mezzoalto	2	-6	-3	3	-2	-2	3	2	2	1	2	-2	-3	1	2/-3	-2	2	3	1
Gramma Hattie	0	2	2	-1	2	3	3	-2	-2	2	2	2	3	1	2/-3	1	-5	-4	1
Harlan King	1	2	1	2	3	1	3	-3	-3	-4	1	-2	2	-1	2/-3	2	-3	-2	2
Kris Thistle	-1	1	2	3	-2	1	3	-2	3	-1	0	3	1	-1	2/-3	0	-5	-4	1
Lily Gates	2	-2	-2	2	0	-2	3	2	0	-1	-1	-2	-1	0	2/-3	0	-6	-2	3
Lincoln Broadsheet	2	2	0	0	2	1	3	2	2	0	0	-2	-3	1	2/-3	-2	-3	-3	1
Lottie Cash	-3	-1	3	2	2	-2	3	2	3	-2	1	2	-1	1	2/-3	-3	-6	-2	1
Luthor L. Bigbucks III	-3	-2	1	2	2	-2	3	2	0	-1	1	2	2	1	2/-3	-2	-3	-3	0
Mambo Loa	-1	4	1	5	-1	3	3	3	-1	2	1	2	1	-2	2/-3	-2	-6	-4	1
Maximillian Moore	-1	-2	-2	2	2	-1	3	3	-3	-2	2	1	1	2	2/-3	-1	-6	-3	1
Misty Waters	-2	-2	3	3	5	2	3	3	2	-3	3	1	3	1	2/-3	0	-4	-4	1
Olde Salty	-2	-1	-1	2	-2	-2	3	1	2	2	2	3	1	-1	2/-3	0	-6	-6	1
Phoebe Twiddle	0	1	2	2	-2	2	3	0	2	-3	2	2	3	-2	2/-3	1	-6	-5	1
Polly Nomial	-3	-1	-2	2	-3	2	3	2	-2	-3	1	2	1	1	2/-3	0	-5	-1	1
Pritchard Locksley	-2	2	2	2	3	3	3	2	2	-3	-3	3	-3	2	2/-3	3	-4	-2	1
Roxanna Moxie	-2	0	2	-2	1	2	3	2	-1	1	0	2	1	0	2/-3	-2	0	-2	1
Suzie Pirnova	-4	-1	-2	0	3	2	3	2	1	0	3	2	-1	1	2/-3	2	-1	-5	1
Theresa Bullhorn	-1	-1	1	2	-1	2	3	2	1	-3	1	2	1	0	2/-3	0	-4	-3	1

CONVERSATION AND RELATIONSHIP SCORING

SOCIAL INTERACTIONS BY URB

	Jibba Jabba	Jobs	Joke	Kiss (Y/N)	Law	Lounge	Miniopolis	Movies	Museum	Music	Nature	Newspaper	Ninjas	Opinion	Politics	Rep Groups	River	Rude Gesture	Science
Bayou Boo (Vampire)	1	3	3	2/-3	0	-3	-2	-3	-3	2	-2	-2	3	3	0	0	-3	-6	1
Bayou Boo (Normal)	0	3	3	2/-3	0	-2	-3	-3	-3	0	-3	-3	3	3	0	-3	3	-6	0
Berkeley Clodd	-2	3	4	2/-3	2	2	3	-2	2	2	-2	2	-1	-1	2	-3	0	-8	2
Cannonball Coleman	0	3	2	2/-3	-2	-2	-2	-1	1	5	2	2	1	1	-2	1	1	-2	2
Crawdad Clem	-2	3	2	2/-3	2	-2	-3	-2	-2	1	1	-2	3	0	-1	-2	1	-6	3
Crystal	-1	3	0	2/-3	0	3	2	1	0	1	-2	-3	2	-2	-3	2	-1	2	0
Daddy Bigbucks	1	3	0	2/-3	2	2	3	-1	-2	3	-2	1	-2	-1	0	-2	-2	-4	1
Darius	0	3	0	2/-3	2	3	2	2	-1	2	0	-2	1	2	-2	2	2	-8	-1
Detective Dan	1	3	3	2/-3	2	0	1	-2	2	0	1	2	0	1	-3	-2	2	-8	1
Dusty Hogg	2	3	-5	2/-3	-1	3	-2	-1	-3	1	-1	0	-1	-4	-1	2	3	2	3
Ephram Earl	2	3	-6	2/-3	2	2	2	2	2	2	2	2	2	-6	2	2	2	-6	2
Evan Watahmee	-2	3	0	2/-3	-4	1	2	-2	2	1	1	1	0	2	-4	1	0	-6	0
Giuseppe Mezzoalto	-2	3	-1	2/-3	-3	2	2	3	-3	2	0	-2	2	1	-2	-2	-2	2	2
Gramma Hattie	-3	3	-1	2/-3	2	-2	-2	2	0	1	2	2	-3	3	2	-1	0	-8	0
Harlan King	2	3	4	2/-3	3	2	-4	-1	-3	-1	-3	3	2	-1	-2	-1	-2	-2	-2
Kris Thistle	-3	3	0	2/-3	0	-1	2	3	2	3	0	1	1	2	-2	3	0	-8	-2
Lily Gates	2	3	1	2/-3	4	3	2	-2	-1	1	-2	-2	0	-2	2	0	0	-6	-2
Lincoln Broadsheet	2	3	0	2/-3	1	2	2	1	-2	1	-2	3	-2	1	2	1	0	-6	0
Lottie Cash	0	3	2	2/-3	-3	0	-3	2	-3	3	0	-2	0	0	-2	0	2	-6	3
Luthor L. Bigbucks III	-1	3	-1	2/-3	2	2	3	2	-2	3	1	-2	-2	-1	1	3	-1	-6	2
Mambo Loa	0	3	3	2/-3	-3	1	-2	2	1	2	2	0	-1	4	-3	1	2	-6	-2
Maximillian Moore	-2	3	2	2/-3	-2	-2	0	-2	3	2	-2	1	0	1	3	0	-2	-6	1
Misty Waters	-3	3	3	2/-3	1	-1	2	-1	-3	3	3	-3	1	-2	1	1	-3	-8	2
Olde Salty	-2	3	2	2/-3	2	2	-3	-3	-2	2	3	-1	-1	-2	-1	-1	3	1	1
Phoebe Twiddle	-3	3	3	2/-3	-3	0	3	0	1	3	2	2	0	2	-3	0	2	3	-2
Polly Nomial	-3	3	2	2/-3	2	0	-3	3	1	0	0	-2	0	0	-1	3	-2	-4	2
Pritchard Locksley	0	3	-3	2/-3	-3	3	3	3	-3	3	-2	2	0	3	-3	1	-3	-8	-3
Roxanna Moxie	-1	3	2	2/-3	-2	-1	1	1	-2	2	0	0	-3	-1	-2	2	1	-8	2
Suzie Pirnova	0	3	0	2/-3	0	0	3	2	1	-1	0	-1	-2	1	-2	1	0	-8	3
Theresa Bullhorn	-2	3	-2	2/-3	-2	-2	0	2	1	2	-2	-1	-1	1	-3	0	-2	-8	0

CONVERSATION AND RELATIONSHIP SCORING

SOCIAL INTERACTIONS BY URB

	Secret	Shopping	Simoleons	Sleep	Sports	Supernatural	Tease	Television	Theater	Travel	University	Weather	Work	World
Bayou Boo (Vampire)	-3	1	2	2	3	1	-3	-3	0	-2	0	-3	0	-1
Bayou Boo (Normal)	-3	0	3	3	3	3	-3	-3	0	-3	0	-3	3	-3
Berkeley Clodd	0	2	2	1	-2	0	-2	-3	-2	2	-1	1	2	0
Cannonball Coleman	1	-3	-3	1	1	2	-3	-3	1	0	-2	2	2	3
Crawdad Clem	-2	-1	1	3	2	-2	0	-3	2	0	-3	-1	-2	-2
Crystal	2	3	2	0	1	1	-6	2	-1	1	-2	-3	2	2
Daddy Bigbucks	2	2	3	-1	-2	1	-1	2	-1	2	-2	2	0	3
Darius	2	1	2	1	3	1	-4	1	-1	-2	-3	-2	2	2
Detective Dan	2	-1	0	0	2	1	-3	-2	1	1	0	0	2	-1
Dusty Hogg	1	-1	0	3	3	3	2	3	1	2	-2	2	-1	3
Ephram Earl	-5	2	2	2	2	2	-6	2	2	2	2	2	2	2
Evan Watahnee	0	-4	0	-2	2	2	-2	0	1	1	2	2	2	0
Giuseppe Mezzoalto	1	1	3	0	3	1	2	2	0	2	-2	-1	2	-1
Gramma Hattie	-2	-2	-2	1	0	1	-1	-2	-1	1	3	1	2	2
Harlan King	3	0	-2	0	2	2	-3	-2	2	3	2	-1	0	2
Kris Thistle	3	3	-1	1	2	1	-2	3	1	-1	3	0	2	3
Lily Gates	3	3	4	0	-1	2	-4	-2	0	-1	2	-2	1	2
Lincoln Broadsheet	2	2	-3	1	-1	1	-1	2	1	-3	-2	0	3	2
Lottie Cash	-1	1	-2	-2	2	1	-5	0	3	2	1	2	-4	2
Luthor L. Bigbucks III	2	2	3	-2	2	-1	-3	1	1	-1	0	0	-3	2
Mambo Loa	4	1	-2	-2	1	1	-3	1	2	2	-1	2	4	2
Maximillian Moore	2	2	3	1	3	0	-3	1	-1	-3	3	-3	1	-1
Misty Waters	-2	2	2	2	2	1	-5	-3	-4	-2	-2	1	3	-3
Olde Salty	2	-1	2	2	2	2	-4	-2	-2	3	-2	2	2	4
Phoebe Twiddle	1	4	1	0	-2	2	-2	-1	3	2	-2	-2	3	2
Polly Nomial	1	-2	3	2	-2	-2	-5	-2	0	2	3	2	-3	3
Pritchard Locksley	0	2	3	2	-4	2	-2	3	4	2	-4	3	2	0
Roxanna Moxie	-1	2	2	-2	1	-2	-1	1	4	2	0	-1	0	-2
Suzie Pirnova	2	-2	2	-3	0	-2	-4	2	-2	1	4	2	-1	2
Theresa Bullhorn	1	-3	-1	2	0	2	-2	-2	3	1	2	1	1	1

RELATIONSHIPS AND REPUTATION



Your standing with each rep group also affects conversational scoring, increasing or decreasing your social performance with members of each group.

RELATIONSHIP SCORING and XIZZLES

Several Xizzles affect the scores listed above:

All Up Ons:	Urbz of opposite sex react with +1 to all interactions.
Street Signs:	Urbz in your Urb's Rep group react with +1 to all interactions.

ERRANDS

Another way to build relationship (and earn income) is by agreeing to run an errand for another Urb. Urbz may only assume one errand at a time.



Agreeing to run an errand is a good way to make money, but you only have 24 hours to comply with the request.

Errands require your Urb to take an object (each Urb has a unique errand object) and deliver it to a specific Urb (via the Give Gift interaction) within one day.



The errand object, labeled for the intended recipient, appears in your Pockets screen.



Present the recipient with the errand object via the Give Gift interaction and receive your reward.

If the object is delivered in time, the relationship score with both parties rises by +3 (and you earn some money to boot). If delivery is late, relationships with both sender and recipient drop by -6.

GIVING A GIFT

Spontaneously giving a gift (rather than doing it as part of a mission objective) can improve relationship score. If the object is accepted, relationship score rises by +1 for every \$10 of the gift's purchase price.

ROOMMATES

Many, but not all, Urbz can be roommates in your primary living space. Having a roommate cuts your Urb's share of the bills in half and assures you're always able to find a roommate Sim. Only these Urbz can be roommates:

- Cannonball Coleman
- Ewan Watahmee
- Misty Waters
- Suzie Pirnova
- Dusty Hogg
- Kris Thistle
- Phoebe Twiddle

Inviting someone to be a roommate doesn't have a direct effect on relationship score, though having them always around the house makes it easier to find them for interactions.

The chances of a roommate offer being accepted depends on the relationship score:

-100-49:	0%
50-74:	50%
75-100:	75%

Asking a roommate to "get out" drops the relationship score by -7.

REPUTATION

RELATIONSHIP HAZARDS

Several untoward things can happen if a relationship is damaged.

The Silent Treatment



Seriously offended Urbz refuse to talk to you for a while.

If you lower the relationship score with an Urb by 8 or more points in a single interaction, the Urb cuts off the conversation and refuses to talk to your Urb for a day. This one-day silent treatment also occurs if your relationship drops more than 15 points with another Urb in a single conversation.

If the drop is 30 or more in a single conversation, the silent treatment can last two days. This can be very awkward if you need to talk to this person to complete an objective.

Rude Gestures

If relationship with an Urb is -10 or lower, that Urb displays a rude gesture any time he or she sees your Urb.

Prank Calls

If relationship with an Urb is 0 or lower, that Urb may prank-call your Urb's home phone between the hours of midnight and six a.m.

Your Urb's Rep and Rep group define who they are in Miniopolis. They also control:

- How many points come from social interactions.
- What objects you can obtain.
- Ways to make money.
- Which Xizzles you can acquire.
- How other Urbz greet your Urb.
- Which boat you get in the bumper boats minigame.
- Which clubhouses you have access to.

Reputation is measured by the number of Rep points your Urb has with each of the four Rep groups, but especially the one to which your Urb belongs. The higher the Rep scores in your Urb's own Rep group, the more benefits earned.

REP GROUPS

Miniopolis has given rise to four Rep groups, each of which features three members and a king or queen. Each group also has a nemesis group and a part of town it deems unacceptable.



The Rep group missions are not required to finish the game, but they earn a handsome reward.

Each group also has a mission that, if completed, earns your Urb two crucial Rep points with that Rep group. The Rep mission is obtained by talking to a group's king or queen once your Urb amasses enough Rep points with the group (3 if it's your Urb's own Rep group and 5 if it's another Rep group).

STREETIES

King:	Darius
Members:	Kris Thistle, Crystal, Ewan Watahnee
Nemesis:	Richies
Disliked District:	Sim Quarter
Lost Trophy Location:	Graveyard, on the path to the mausoleum entrance. Hint: look for where Earl's ghost hangs out at night.
Rep Object:	MP-DEE Stereo System
Rep Xizzle:	Street Signs (all Urbz react to social interactions with +1)
Favored Skill:	Body

REP GOALS

1. Achieve a relationship score of -50 with Daddy Bigbucks.
2. Convince someone (Ewan) to join the Streeties
3. Reach Level 5 in the Hoopz minigame.

TIP

Annoying Daddy Bigbucks becomes impossible in the later missions because he can't be found. Either do it early or wait until Mission 5 is completed and find him on Paradise Island.

TIP

Three-eyed bog frogs are another rare collectible item found in the bayou, in the prehistoric and Civil War eras (via Time Machine), in Glasstown, in the graveyard, and in the carnival. Being rare objects, these frogs respawn only occasionally.

Don't sell any of these to the jail's deputy until you have the Nerdie mission and you collect all 15.

RICHIES

King:	Luthor L. Bigbucks III
Members:	Lily Gates, Lottie Cash, Misty Waters
Nemesis:	Streeties
Disliked District:	Urbania
Lost Trophy Location:	Glasstown megamall, second floor, between the water heaters and the computers.
Rep Object:	Sensory Deprivation Chamber
Rep Xizzle:	Gratis, Baby (Check for \$400 weekly income)
Favored Skill:	Charisma

REP GOALS

1. Reach Level 5 in Moogoo Monkey minigame.
2. Own \$30,000 worth of objects.
3. Amass \$10,000 in cash.

NERDIES

King:	Polly Nomial
Members:	Susie Pirnova, Maximillian Moore, Lincoln Broadsheet
Nemesis:	Artsies
Disliked District:	Sim Quarter
Lost Trophy Location:	Carnival, in tree just outside and to the left of the front gate.
Rep Object:	Mad Skillz Cerebral Data Infuser
Rep Xizzle:	Spell Champ (unlocks Spelling Bee minigame)
Favored Skill:	Logic

REP GOALS

1. Reach Level 5 in Dr. Max Stat minigame.
2. Create a petrified wood chess piece.
3. Sell 15 three-eyed bog frogs to the deputy.

TIP

Petrified wood can be found occasionally beyond a man-eating plant in the bayou, in the secret tunnel from the jail, in the prehistoric and Civil War eras (via Time Machine), in the graveyard, and on Paradise Island. Learn to turn these logs into chess pieces by reading "Woodcarving" in Section 16.

ARTSIES

King:	Roxanna Moxie
Members:	Cannonball Coleman, Theresa Bullhorn, Pritchard Locksley
Nemesis:	Nerdies
Disliked District:	Glasstown
Lost Trophy Location:	In bayou, behind a pair of man-eating plants. Appears only after you complete the first three objectives in Mission 4.
Rep Object:	Bod-Mod Booth
Rep Xizzle:	Djinn Genius (genie lamp arrives in the mail; portable storage living space with built-in bed).
Favored Skill:	Creativity

REP GOALS

1. Reach Level 5 in the Comic Explosion minigame
2. Bake a strawberry tiramisu.
3. Collect 100 piles of trash.

TIP

The tiramisu is a hard-to-find recipe and baking it requires a fully equipped kitchen in your Urbz's primary residence. For details, see "Baking" in Section 16.

THE 411

Piles of trash are everywhere, but the best places to collect it is in Glasstown and Urbania. Don't sell any to the jail's deputy until you have the Artsie mission and you've collected all 100 pieces.

REP SCORES

Rep score ranges from -10 to 10 and are particular to each of the four Rep groups. There are only 10 slots shown in the Popularity menu; your Urb's total is displayed in white if positive and red if negative.



Getting in good with a group's king or queen is very important for reaching the top of the group.

The Rep group to which your Urb currently belongs appears at the top of the list, as does the moniker linked to your Urb's current Rep score with that group. These titles differ for each Rep group and by your Urb's sex.

To get to the top of a Rep group, you must earn all 10 of the positive Rep points and have no negative Rep points. Getting to this peak necessarily means doing things that harm your reputation with one other group. You can't, therefore, have 10 Rep points in all four groups at one time (but it's quite possible to reach Level 10 in each of them individually).

GAINING REP POINTS

Rep points are earned in several ways, but you must have 10 points to reach the top of the group.

Some points are changeable (relationship thresholds) and some are permanent (completing mission):

-1	for each of the four group members with relationship score greater than 50 (4 total).
+1	for having 10 in the group's favored skill.
+1	for having relationship score of 100 with group's king/queen.
+1	for having negative relationship with nemesis group's king.
+1	for finding a group's lost Rep trophy and giving it to the group's king.
+2	Completing Rep group's mission.

LOSING REP POINTS

-1	for each of the four group members with relationship score greater than 50 (4 total).
-1	for each group member with relationship score below 0 (up to -4)
-1	for each group member with relationship score below 0 (up to -4)
-1	for living in the groups' disliked district.
-1	for having a roommate from the nemesis group.

REP REWARDS

Each Rep group offers rewards a positive Rep score and penalties for a negative one. These rewards differ, however, between your Urb's group and any other group.



YOUR URB'S REP GROUP REWARDS

There are more rewards available for the group to which your Urb belongs. If your Urb later drops in score or changes groups, many rewards are lost (i.e. signature walk, bumper boat, magazine subscription, greeting gesture) but others (Rep objects, Rep mission, clubhouse key, Rep Xizzle, and plaques) belong to your Urb for life.

+10	Talking to king bestows group's clubhouse key for clubhouse in Glasstown.
+9	Your Urb does a group's signature walk.
+8	Talking to king unlocks group's Rep Xizzle. To actually get the Xizzle, however, you must still trade beads for it at the Club Xizzle.
+7	Gold plaque object and members react to interactions at +2. Plaque can be hung on a wall or sold.
+6	Talking to king gets Rep object.
+5	Talking to king grants a special bumper boat for the Yar Hey! Bombard minigame. See Section 16 for each boat's attributes.
+4	All group members greet your Urb with a special gesture.
+3	Talking to king unlocks group's Rep mission.
+2	Subscription to group's magazine. Arrives in mail periodically and can be sold.
+1	Silver plaque object and members react to interactions at +1. Plaque can be hung on a wall or sold.
-2	Group members reach to interactions with -1.
-5	Group members react to interactions with -2.
-8	No group members except the king will speak to your Urb.
-10	All group members drop to relationship -100

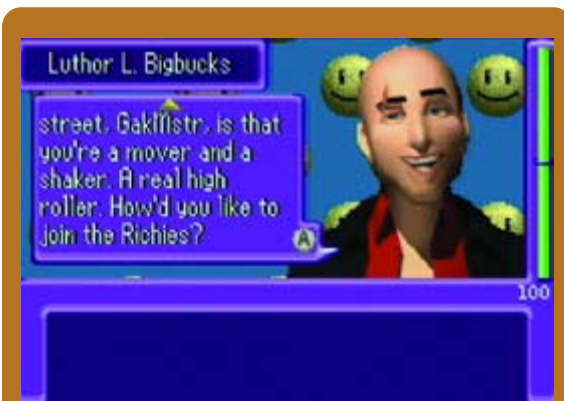
OTHER GROUPS

Groups to which your Urb does not belong have fewer rewards.

+10	King invites your Urb to join the group.
+8	Members react to interactions at +2.
+4	All group members greet your Urb with a special gesture.
+5	Talking to king unlocks group's Rep mission.
+2	Members react to interactions at +1.
-2	Group members reach to interactions with -1.
-6	Group members react to interactions with -2.
-10	No group members will speak to your Urb.

SWITCHING REP GROUPS

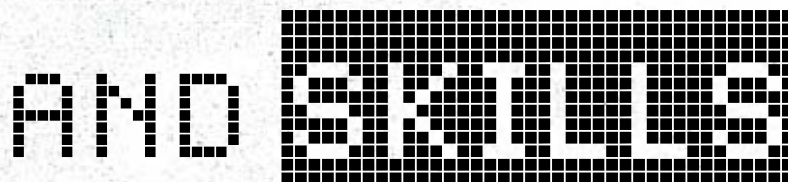
As described above, your Urb may switch Rep groups after achieving +10 Rep in a group to which he or she doesn't belong.



Being popular puts you in demand. When you've milked all you can out of one group, get to the top of another and switch.

Changing groups eliminates all the temporary benefits from the prior group but does not affect any tangible or permanent benefits.

To conquer all four Rep groups, rise to the top in two, switch to the second group (in which your Urb is already at Level 10), build Rep in a third group and switch to it when invited, and repeat the process for the fourth group.



There are many ways for your Urb to earn a living in Miniopolis. Without money, you can't pay bills, acquire more efficient objects, fulfill certain mission goals, or do much of anything outside your own home.

To earn the big bucks in many of Miniopolis's jobs, your Urb must develop and hone several of the five basic skills. Fully developed skills are also mandatory for reaching the top of a Rep group.

Earning Money

Some ways to earn money are easy and some are difficult. Some are very handy early but a waste of time later. Knowing which activities are worth your Urb's time is crucial to building a solid bank account.



One of the easiest ways to earn money is by acquiring the Sell Out Xizzle. With it, you get a one-time infusion of \$10,000.

COLLECTING STUFF

The deputy at the jail in Urbania pays money for recyclables and other collectible objects that one wouldn't normally consider trash.



Hoarding cans, license plates, trash, or other recyclables can bring in good money if you wait until the recycling center price is high.

The going rate for these items varies randomly each day so it might benefit you to wait and sell when the deputy is paying top dollar. Items purchased at the jail are:

Aluminum Cans:	\$2-\$12
Piles of Trash:	\$4-\$20
License Plates:	\$5-\$25
Nuclear Fuel Rods:	\$70-\$190
Three-Eyed Bog Frog:	\$60-\$220

Three of these items deserve special mention because they also figure into some very difficult mission goals: piles of trash (Artsies mission, 100 piles), nuclear fuel rods (Mission 5, Goal 6, 10 rods), and three-eyed bog frogs (Nerdie mission, 15 frogs). It's tempting to sell these, but hold onto them until you get the mission and the required number.

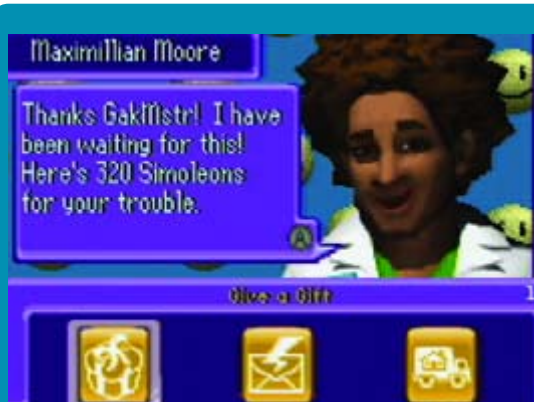
The fuel rods and frogs in particular respawn very infrequently; selling off too many increases the time it takes to complete the mission that requires them.

LOCATION OF FINDABLE OBJECTS

Collectible	Location(s)
Aluminum Can	Urbania (x2), Sim Quarter (x2), Olde Salty's riverboat, Glasstown (x4), carnival, basketball court atop jail
License Plate	Urbania (x2 plus 1 hidden), Sim Quarter (x2), Glasstown (x4)
Nuclear Fuel Rod	Nov. 29, 1984, via Time Machine (x2), Moonbase Zeta (x2), cemetery, bayou (x4)
Pile of Trash	Urbania (x6), bayou twins' shack, Sim Quarter (x2), Olde Salty's riverboat, Glasstown (x5 plus 1 hidden), cemetery, carnival (x4 plus 1 hidden), basketball court atop jail (x2), mausoleum (hidden)
Three-Eyed Bog Frog	Bayou twins' shack, 1,000,000 B.C. (via Time Machine), Dec. 31, 1870, via Time Machine, Glasstown, cemetery, carnival, bayou (x6)

ERRANDS

Running errands for other Sims is a fair way to make some extra dough, but it can be time-consuming. These errands, however, become more lucrative as the game progresses, so try to undertake them whenever time permits.



When you deliver an errand object, the amount of the reward depends on the recipient.

To get an errand, interact with an Urb, select the Friendly Stuff icon (the yellow "***"), and choose "Ask for an Errand." If you don't already have an unfinished errand, the Urb gives your Urb an object to deliver to a third Urb.



The errand object appears in your Urb's pocket and the description indicates to whom it must go.

To deliver the item, find and interact with the recipient, select Friendly Stuff, and choose "Give a Gift" to present the errand object. If the delivery is made within 24 hours, your Urb gets a relationship score increase with both the sending and receiving Urb, and a monetary reward from the recipient. The amount of this reward depends on the Urb and is then multiplied by the mission number.

ERRAND OBJECTS AND REWARD AMOUNTS

Urb	Errand Object	Delivery Reward (x Mission #)
Bayou Boo	Mummified gator	\$35
Berkeley Clodd	Snake oil	\$80
Cannonball Coleman	Old sax	\$35
Crawdad Clem	Dead snail	\$35
Crystal	Fashion magazine	\$90
Daddy Bigbucks	Contract	\$200
Dan D. Mann	Plastic deputy badge	\$80
Darius	"Bling" ring	\$80
Dusty Hogg	Motorcycle helmet	\$13
Ephram Earl	Civil War cap	\$55
Ewan Watahnee	Wrench	\$90
Giuseppe Mezzoalto	Sealed envelope	\$200
Gramma Hattie	Knitted blanket	\$80
Harlan King	Business card	\$55
Kris Thistle	Baseball cap	\$80
Lily Gates	Legal papers	\$35
Lincoln Broadsheet	Dictionary	\$80
Lottie Cash	Portrait of Lottie Cash	\$80
Luthor Bigbucks	Sports car keys	\$200
Mambo Loa	Crystal necklace	\$55
Maximilian Moore	Medical report	\$80
Misty Waters	Romance novel	\$90
Olde Salty	Rusty cannonball	\$55
Phoebe Twiddle	CD	\$90
Polly Nomial	Astronaut pen	\$80
Pritchard Locksley	A play	\$200
Roxanna Moxie	Top hat	\$200
Suzie Pirnova	Astrophysics book	\$80
Theresa Bullhorn	DVD collection	\$200

MUSEUM SPONSORSHIP

The Epoch Museum (in the northwest corner of the Sim Quarter) has room for five displays (four in on Floor 1 and one on Floor 2) but only if some generous Urb sponsors each exhibit.



Sponsoring an exhibit at the museum can bring a regular income but the upfront cost can be steep.

Every display your Urb sponsors brings in a weekly check for 10 percent of its value. The displays vary widely in the cost of sponsorship:

Dinosaur Skeleton	Floor 2, center:	\$4,150
Mummified El Vyz	Floor 1, near elevator:	\$3,200
Largest Ball of Twine	Floor 1, northwest:	\$500
Giant Lava Lamp	Floor 1, southwest:	\$950
Meteor Rock	Floor 1, southeast:	\$1,200

If your Urb sponsors all five exhibits, the weekly income is \$1,000.

THE 411

No matter how many your Urb sponsors, it takes 11 weeks to turn a profit on your sponsorship. One mission goal (Mission 3, Goal 5) requires sponsorship of one object. Sponsoring the least expensive exhibit (the ball of twine for \$500) is enough to satisfy this goal.

CARNIVAL MINIGAMES

After you complete Mission 4, Goal 5, the carnival is reopened and your Urb may partake of its four games of chance.



Carnival games are a gamble, but the payoff can be considerable.

Each game costs \$10 per play and winning yields a monetary payoff.

CUPS



A ball is placed under one cup and the cups are scrambled faster and faster. When they stop, you must say which cup has the ball. A winning guess gets \$42.

DERBY



Three mechanical horses race across the board. You must guess the fastest, based in part on the odds displayed at the bottom. The odds dictate the payout.

DART GAME



Balloons of three sizes (small, medium, and large) are pinned to the board. Move the oscillating target around with the D-pad and press **A** when the target moves over the desired balloon. Payout is based on balloon size (\$3 for small, \$7 for medium, and \$10 for large).

You have only 10 seconds to throw each dart and only two minutes to throw all 12 darts. Any darts remaining when time expires are lost.

SLOTS



Five possible pictures can come up, each rarer and worth more money. The goal is to get either three in a row or two of the same surrounding a third.

Press **A** to start the slots moving. Press **A** again to stop each panel (from left to right) from spinning.

Winnings are based on the rarity of the resulting panels and range from \$5 to \$800 for a two-fer and from \$150 to \$2,400 for three in a row.

SELLING ART

If you purchase an easel and create a painting, you have the option of framing it. Framed paintings are added to your Urb's pockets and can be hung on your own walls or sold at the Thrift Store (sale price based on Urb's creativity).

BAKING AND WOODCARVING

Two crafting activities can satisfy mission goals and make your Urb a little extra cash: baking and woodcarving.

Baking

Baking requires cooking skill, ingredients, recipes, a mixer, and an oven.

INGREDIENTS



Most ingredients can be bought at the Baker's Dozen store in the Sim Quarter farmer's market.

Ingredients can be purchased in the Baker's Dozen store in the Sim Quarter street market but many can only be found out in the world.

BAKING INGREDIENTS

Ingredient	Source	Cost
Apples	Found	N/A
Chocolate	Bake shop	\$30
Flour	Bake shop	\$5
Lemon	Found	N/A
Nuts	Bake shop	\$10
Strawberries	Found	N/A
Sugar	Bake shop	\$10
Vanilla	Bake shop	\$15

Found ingredients can be picked up from the ground in various locations:

Apples:	Urbania public garden, basketball court, carnival
Lemons:	Paradise Island
Strawberries:	Bayou, Urbania public garden, riverboat lounge (hidden)



Except for the hidden strawberries, all found ingredients periodically respawn in their locations.

RECIPES

Recipes are found in various ways, usually by talking to Urbz about food and jotting down suggested recipes. They may also be gleaned from Gramma Hattie's cookbook (won for successfully completing Mission 3, Goal 3) and from the scrap of paper purchased from the Cheat Ninja (strawberry tiramisu).

Or you could just look at the list below. The final column of this table shows what price the finished item fetches at the Baker's Dozen shop in the Sim Quarter market.

Result	1st Ingredient	2nd Ingredient	3rd Ingredient	Sale Price
Apple Pie	Flour	Sugar	Apples	\$65
Apple Strudel	Apple	Nuts	Sugar	\$120
Birthday Cupcakes	Vanilla	Sugar	Flour	\$120
Brownies	Chocolate	Nuts	Chocolate	\$150
Caramel Apples	Apples	Sugar	Vanilla	\$160
Chocolate Biscotti	Chocolate	Nuts	Flour	\$175
Chocolate Cake	Flour	Sugar	Chocolate	\$190
Chocolate Decadence	Chocolate	Chocolate	Flour	\$130
Cocoa Apple Cake	Chocolate	Apple	Nuts	\$225
Giant Chocolate Bunny	Chocolate	Chocolate	Chocolate	\$110
Glazed Fruit Salad	Lemon	Apples	Strawberry	\$15
Lemon Meringue Pie	Sugar	Sugar	Lemon	\$75
Lemon Pudding	Lemon	Sugar	Lemon	\$130
Lemon Tart	Lemon	Vanilla	Sugar	\$160
Low-Carb Chocolate Cake	Sugar	Chocolate	Chocolate	\$220
Pecan Pie	Flour	Sugar	Nuts	\$85
Red Velvet Cake	Strawberries	Chocolate	Vanilla	\$195
Strawberry Shortcake	Flour	Sugar	Strawberries	\$85
Strawberry Tiramisu	Strawberries	Vanilla	Flour	\$205
Sugar Cookies	Flour	Sugar	Sugar	\$95
Vanilla Swirl Tart	Vanilla	Chocolate	Sugar	\$120



An urb with a deluxe mixer and 10 cooking skills is always successful at mix preparation.

To make a mix, interact with the mixer and choose "Mix it up!" The better the mixer and the higher your Urb's cooking skill, the greater the chance of success. If the ingredients create a valid mix and the probability works out, the result is a finished mix in your Urb's pocket.

Next, your Urb needs to put the mix in the oven ("Bake a Mix" interaction). The higher the Urb's cooking skill, the more likely the mix bakes successfully (a skill of 10 guarantees success).

If the process is successful, the finished product appears in the Urb's pocket for consumption (press **A** or sale to the Baker's Dozen shop. The higher the sale price for the food, the more hunger satisfaction it provides if eaten.

WOODCARVING

Woodcarving requires wood (either purchased or found), a woodcarving table, body skill, and creativity skill.



Wood is easy to see when it's just lying around.

MIXERS, OVENS, AND COOKING SKILL

The first step in baking is preparing a mix of three ingredients. For that, you need a mixer.



Put ingredients in the mixer and mix it up.

Two mixers are available for purchase; which one you choose dictates how often your mixture is successful.

- **Mix Whizzard (\$250):** Up to 80% success rate
- **Mix Whizzard Deluxe (\$750):** Up to 100% success rate.

WOOD

Five types of wood are available either from the Carver's Corner shop in the Sim Quarter market or found in various locations:

WOOD

Wood	Source	Purchase/Sale Price
Elm	Bought in wood shop	\$25
Oak	Bought in wood shop	\$50
Petrified Wood	Found	\$120
Redwood	Found	\$60
Teak	Bought in wood shop	\$75

The found varieties of wood can each be located in:

- **Redwood:** Urbania, the bayou (near the twins' shack), Paradise Island, the cemetery, the carnival
- **Petrified Wood:** The bayou (near the twins' shack), Paradise Island, the cemetery, and Nov. 29, 1984, via Time Machine *after* finishing Mission 5.

BENCHES

Two kinds of benches are available from the Carver's Corner:

Craftmaestro Mini-Bench (\$100): Turns wood into small blocks and small blocks into small sculptures.

Craftmaestro Pro Bench (\$950): Turns wood into small or large blocks (based on body skill) and small or large blocks into statues.



First, wood needs to be made into a block.

The chances of making a small or large block on the bench depend on your Urb's body skill. The higher the body skill, the more likely he creates a large block; Urbz with body 10 skills have a 50-50 chance.



Then the block is ready to be carved into, hopefully, a sculpture.

Next, the block is used for carving. What carving emerges depends on the Urb's creativity skill. When carving, the Urb randomly creates any carving of his or her creativity level or lower.

CREATIVITY SKILL AND CARVINGS

Creativity	Object d'Arte	Value (x Size, x Wood value)
0	Nothing	\$0
1	Alphabet Block	\$1
2	Wood Potato	\$3
3	Chainsaw Chicken	\$5
4	Chess Piece	\$8
5	Rowboat	\$10
6	Totem Pole	\$12
7	Wood Grizzly	\$15
8	Wooden Cowboy	\$20
9	Wood Nymph	\$25
10	David of the Wood	\$30

Large blocks create large carvings and small blocks create small carvings. All carvings can be sold at Carver's Corner; the price depends on the size of the carving and kind of wood. Large objects can be used as decorations in your Urb's primary living space and, like purchase decorations, raise the speed of Room motive replenishment.

FOUND SIMOLEONS

Stashes of money are hidden in the world:

Lily Gates's Office in King Tower: \$60 in bookshelf behind desk

Bayou: \$112 in tire pile in center of map

Urbania: \$35 in flowers between school bus and motorcycle shop

SELLING STUFF

Many objects can be sold at a fraction of their purchase price at the shops of Miniopolis. The item must be saleable and be offered to the correct store (you can't, for example, sell a refrigerator to the street vendor).

"Pawning" your Urb's stuff should only be done with items received free or in the event you really need to generate cash quickly and don't care about taking a loss.

Good things to sell are Rep group magazines, gravboard (once you don't need it anymore), Gramma Hattie's cookbook, and housewarming gifts. You can't sell errand objects.

JOB MINIGAMES

The primary source of income in *The Urbz:™ Sims in the City™* are the nine job minigames located throughout the city. You may only play each of these games once per day and only during their posted hours of operation. Each game consumes a specific amount of time ("shift time") and lowers the Urb's motives a fixed amount.

Each job has five promotion levels, each with greater payoffs. To get promoted, your Urb must enter the game with the promotion level's minimum skill requirements and reach a specified score.

THE 411

The Livin' Large Xizzle gives an earnings bonus of 20 percent for all minigames, making it easier to earn money and get promotions.

Squeegee Clean

* Unlocked:
 * Location:
 * Hours:
 * Shift Time:

Mission 1
 Glasstown, King Tower, Roof Level
 4 a.m.-7 p.m.
 5 hours



Squeegee Clean.

Birds fly overhead, dropping their, um, deliveries on the windows of your building. Run across the platform to wipe away any offending pigeon stains. Press **A** to use the squeegee.

If your Urb is struck by falling pigeon poo, run to the bucket on either end of the platform to get a new squeegee; the Urb can't wipe until he has a fresh one.

Periodically, the platform rises one floor. Stains not cleaned before this happens are missed scoring opportunities.

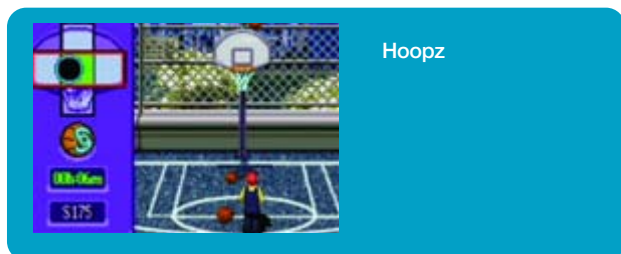
As promotion level increases, the birds fly faster and release more poo.

SQUEEGEE CLEAN PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement
1. Bird Washer	None	-
2. Streaker	None	\$0
3. Glass Buffer	Body 2	\$200
4. Squeegee Guru	Body 4, Mechanical 2	\$425
5. Clean N Sheen	Body 7, Mechanical 3	\$750

Hoopz

Unlocked:	Mission 2, Goal 1
Location:	Urbania, jail
Hours:	5 a.m.-5 p.m.
Shift Time:	3 hours



Make as many baskets as possible in one minute. In the upper left of the screen, an indicator shaped like a plus sign controls where the shot goes. First, the black circle (representing the hoop) moves horizontally across the indicator; press **Ⓐ** when the circle is in the green square in the indicator's center. Next, a basketball moves vertically up and down the indicator; press **Ⓐ** when it's in the green square. If the black circle and the ball perfectly align, a white circle flashes around the ball and the basket is made. If the two are slightly misaligned, the shot might be good but isn't guaranteed.

Hit three shots in a row and the next ball is the Simoleon Ball, worth triple the normal score. The Simoleon Ball is indicated by a symbol below the indicator.



Keep your eyes on the indicator and completely ignore the rest of the screen. Watching your Urb shoot gains you no advantage and probably throws off your timing for the next shot.

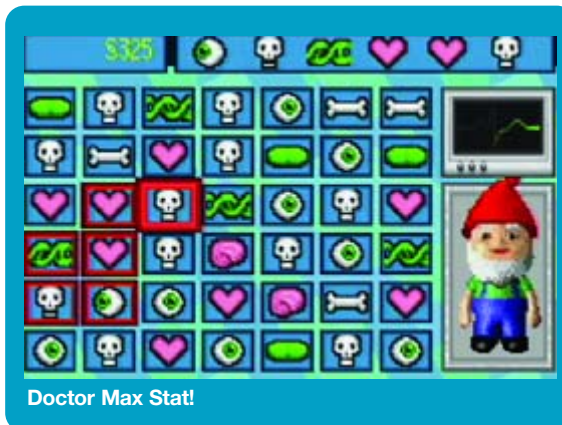
Game speed increases with promotion level.

STREET HOOPZ PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement	
1. Got No Game	None	-	\$4
2. Granny Styler	Body 1	\$100	\$8
3. Sure Shot	Body 4	\$250	\$25
4. Hoop Master	Body 7	\$350	\$30
5. En Fuego	Body 9	\$600	\$70

Doctor Max Stat!

Unlocked:	Mission 2, Goal 1
Location:	Urbania, hospital
Hours:	6 a.m.-11 p.m.
Shift Time:	6 hours



Atop the screen is a combination of symbols that you must locate in the matrix below. Find the combination in the matrix, though it won't be in a straight line. Starting with the first symbol on the left, highlight each one in the matrix, pressing **Ⓐ** to select. If you make a mistake, press **Ⓑ** to deselect them in reverse order.



Though it seems like a waste of time, find the entire combination before you begin selecting symbols. Backing out of an erroneous attempt consumes even more time.

With each promotion level, the number of symbols in the combination increases (three in Level 1 to six in Level 5); at Level 4, two more symbols (kidney and heart) are added.

DOCTOR MAX STAT! PROMOTION REQUIREMENTS

Level	Skill Req.	Score Req.	# of Symbols	\$ per Set
1. Intern	None	-	3	\$10
2. Bonesaw	Logic 2	\$80	4	\$35
3. Resident	Logic 3, Cooking 1	\$210	5	\$75
4. Doctor	Logic 5, Cooking 2	\$375	5	\$120
5. Brain Surgeon	Logic 8, Cooking 5	\$600	6	\$325

Comic Explosion

Unlocked:
Location:
Hours:
Shift Time:

Mission 2, Goal 2
Urbania, Slice O' Life pizza shop
6 p.m.-2 a.m.
3 hours



Comic Explosion.

The goal of the game is to tell as many complete jokes in the time allowed. A joke is complete when the smile-shaped meter atop the stage is full. Unfortunately, the crowd is none too friendly, lobbing tomatoes in bunches of two to four wherever your Urb is standing. Every tomato that connects with your Urb deducts 10 game minutes from your Urb's time on stage. What's more, the joke meter drops very quickly every second the Urb is away from the mic.

To complete a joke, the Urb *must* spend as much time as possible at or very near the microphone. An Urb who is just posing, rather than telling a joke, is too far away from the mic.



It helps to cheat to one side of the mic, just within the range in which jokes are told. Wait as long as possible before running toward the closest side of the stage (to let the full volley of tomatoes become airborne) and only go as far as necessary to avoid their impact. Time your return to the mic to arrive just after the tomatoes hit. This gives you a precious few extra seconds to build a joke.

Periodically, adoring fans toss bunches of flowers onto the stage. Each flower bunch extends your Urb's time on stage, making more time for jokes. But don't spend so much time chasing flowers that the laugh meter empties. As your promotion level increases, the tomatoes fly faster and more frequently.



When the crowd is laughing, the joke meter doesn't fill. Try to time your retreat during this lull so you don't waste time that could be used to fill the meter later.

As your promotion level increases, the tomatoes fly faster and more frequently.

COMIC EXPLOSION PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement	\$ per Joke
1. Wiseguy	None	-	\$20
2. Prop Comic	Charisma 2	\$80	\$50
3. Comedian	Charisma 3, Creative 1	\$200	\$100
4. Cable Comedian	Charisma 5, Creative 2	\$400	\$225
5. Wild and Crazy Guy	Charisma 7, Creative 4	\$650	\$450



Though they aren't terribly accurate, tomatoes are aimed at wherever your Urb is standing when the produce is launched. Stutter-step as you retreat (tap the directional control) to trick the audience into throwing the tomatoes and then take a couple of steps away from that position. This leaves you still very close to the mic when the coast is clear.

Motocross Mayhem (Multiplayer)

Unlocked:	Mission 2, Goal 3
Location:	Urbania, motorcycle shop
Hours:	9 a.m.-6 p.m.
Shift Time:	6 hours



Motocross Mayhem.

Race motorcycles around a bumpy track. The leader after three laps wins, receiving prize money based on where the race is finished and in how much time.

MOTOCROSS MAYHEM PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement
1. Biker Minor	None	-
2. Major Biker	Mechanical 2	\$100
3. Speed Demon	Mechanical 4	\$300
4. Duke of Dirt	Mechanical 5, Charisma 2	\$500
5. Hogg King	Mechanical 7, Charisma 3	\$750

Scoring is based on where your Urb finishes. You also receive a bonus for beating the promotion level's target time. This target time changes, however, if you or a player you face in multiplayer sets a better time. That new record then becomes the time to beat for the time bonus.

PRIZE MONEY BY PROMOTION LEVEL

Level	1st Place	2nd Place	3rd Place	4th Place	Time Bonus	Target Time
1	\$100	\$75	\$50	\$25	\$50	1:20
2	\$300	\$250	\$150	\$75	\$150	1:10
3	\$500	\$400	\$250	\$150	\$250	1:00
4	\$750	\$500	\$350	\$200	\$350	0:50
5	\$1,100	\$800	\$600	\$400	\$500	0:45

The keys to this game are technique and bike configuration.

Technique is a matter of skillfully using the controls:

D-Pad:	Switch lanes/adjust angle during jump
(A)	Accelerate
(B)	Nitro
(R)	Drops oil slicks
(L)	Drops spikes

The most difficult skill is jump angling. If you leave this control alone, you usually land safely if not optimally. Adjusting the angle well can give you a sizable speed advantage, but doing it wrong causes a crash. If the angle of the bike and the angle of the track when landing match, there is no loss of speed.

If you purchase spikes, where and when to drop them is crucial. Since they can affect your bike on the next lap, try to use them when you have an opponent right behind your bike or put them in a place you can easily remember to avoid.



Tap nitro as your bike is about to take off for a jump. The extra speed dramatically increases the length of the jump.

Getting the right combinations of motorcycle upgrades can also affect the race's outcome. Each upgrade costs money and, in most cases, adds weight to the bike.

A bike's top speed is determined by a combination of its engine, any speed-enhancing upgrades, and the bike's total weight. Visit the salesman in the chopper shop to make upgrades to any of six bike features:



The optimal bike upgrades (if you can afford them) are: heavy chassis, street suspension, annihilator engine, large nitrous tank, racing tires, and super nitro accessory.

CHASSIS

Chassis affects the bike's crash recovery time and how much weight it can hold (for upgrades).

Micro (\$0):	Starting weight 300 lbs., holds up to 150 lbs., 5-second recovery time
Light (\$150):	Starting weight 350 lbs., holds up to 250 lbs., 1-second recovery
Medium (\$250):	Starting weight 400 lbs., holds up to 300 lbs., 1.5-second recovery
Large (\$350):	Starting weight 450 lbs., holds up to 400 lbs., 2-second recovery

SUSPENSION

Suspension determines how much speed is lost upon a misaligned jump landing (there's no speed loss if the bike is angled correctly).

Street (\$0):	10% speed loss, 0 lbs.
Cruiser (\$200):	5% speed loss, 50 lbs.
Sport (\$400):	0% speed loss, 100 lbs.

ENGINE

Engine determines how quickly the bike can go from zero to top speed.

Chugger (\$0):	Speed value 200, 50 lbs.
Zipper (\$250):	Speed value 350, 100 lbs.
Dragster (\$400):	Speed value 500, 200 lbs.
Annihilator (\$650):	Speed value 650, 300 lbs.

NITROUS TANK

Nitrous tank upgrades affect how much nitrous boost your bike carries.

Small (\$0):	5 seconds, 0 lbs.
Medium (\$75):	10 seconds, 25 lbs.
Large (\$100):	15 seconds, 50 lbs.
Super (\$150):	20 seconds, 100 lbs.

TIRES

Each tire provides a new feature to your bike.

Standard (\$0):	no features, 0 lbs.
Endurance (\$400):	Immune to oil, less slowing in water, 50 lbs.
Puncture Proof (\$300):	Immune to spikes, 50 lbs.
Racing (\$825):	Speed value +50, 0 lbs.

ACCESSORY

Adds additional features to bike including weapons.

Super Nitro (\$500):	Nitro boosts 25% faster, 50 lbs.
Oil Slicks (\$300):	Drops oil slick by pressing [R] , lasts for 30 seconds, 50 lbs.
Spike Dropper (\$550):	Drops spikes on track by pressing [L] , lasts until hit, 100 lbs.

YAR HEY! BOMBARD (MULTIPLAYER)

Unlocked:	Mission 3, Goal 2
Location:	Sim Quarter, docks
Hours:	9 a.m.-5 p.m.
Shift Time:	4 hours



Watch out for gators! In this four-player game of bumper boats, you must knock your foes into the waiting maws of several lurking alligators while avoiding the same fate. Each boat can take three gator hits before being eliminated.

Three gators strikes and the boat is out; if *your* boat is eliminated, the game is over and payoff is awarded based on each player's number of hits. If the boat is computer-controlled, it stays in the game but at only 20 percent of its normal speed.

The game lasts two minutes. Any players with fewer than three hits at that point are awarded payoff based on their ranking (fewest hits gets the most). Finishing in first place will *always* get you a promotion.

With each promotion level, the game becomes more difficult because of the placement and behavior of the gators. On low levels, the gators surface in the same place every time while on higher levels, they move around.

YAR HEY! BOMBARD PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement
1. Seaman	None	-
2. Scurvy Dog	Mechanical 2	\$75
3. First Mate	Mechanical 5	\$200
4. Captain Chaos	Mechanical 6, Logic 2	\$450
5. Boat Basher Supreme	Mechanical 7, Logic 3	\$675

Normally, your Urb drives a standard boat, but that can change if you rise in your assigned Rep group. At Level 5 in each Rep group, your Urb automatically use a special Rep group-sponsored boat with unique attributes:

Streetie:	"Tricked out" and extra speed
Richie:	Swanky and extra speed
Nerdie:	Heavy, more bumping power
Artsie:	More bumping power.

If your score in your Rep group drops below 5, you lose the right to use the group's boat. Likewise, if you switch groups, you lose access to the previous group's boat but may use the new group's.

THE 411

In multiplayer games, players only use default boats, not their Rep-earned boats.

MOOGOO MONKEY (MULTIPLAYER)

Unlocked:	Mission 3, Goal 1
Location:	Olde Salty's riverboat
Hours:	8 p.m.-2 a.m.
Shift Time:	4 hours



Moogoo Monkey.

This casino-style game pays very well but it's a bit complicated to learn.



The game consists of three players and a dealer working with a deck of up to 48 cards. The deck contains:

36 banana cards in six colors (one for each monkey), numbered 1-6.
6 "?" banana cards in six colors (one for each monkey).

These are the standard cards in the game.

2 Bonko Orangutan cards.

These work just like a regular banana card but their randomly selected numbers are not revealed until they are played.

2 King Gorilla cards.

Introduced at Level 3, these can be placed under any monkey and act as a "0" banana card.

2 Rainbow Gibbon cards.

Introduced at Level 4, these wipe out any cards in the piles on which they're played. After that, the player may lay down a second card from his hand.

Introduced at Level 5, these randomize all top cards under every monkey.

The object of the game is to have the highest number of betting tokens at the end of three rounds.

In each round, players lay down cards under six color-coded monkeys (each banana card can only be played under a monkey of matching color). When all monkeys have at least one card under them, the monkey with the lowest card is eliminated and all betting tokens under that monkey disappear.

THE 411

If, when all monkeys have a card under them, more than one monkey is tied for lowest card, play continues until the tie is broken or another monkey gets a lower card.

Cards may be played on top of other cards, so a monkey's number can change. Keep high cards on the monkeys on which you bet and drop low cards on your foes' monkeys.

On each turn, the players get a new card to replace a played card. When the deck runs out, players must continue with the cards left in their hands.

The game begins with each player betting on one monkey; it doesn't matter which you choose at this point. Next, players take turn laying down another bet and playing their first cards.

THE 411

Consolidate your bets on two monkeys. The risk is higher but it's the only way to get the payoffs necessary to win.

Betting continues in each round until a monkey is eliminated. Each monkey can have four bets placed on him, so try to nab the majority of spaces on your chosen monkeys and avoid betting on monkeys on which your closest competitor has bet. Once all betting slots under all monkeys are filled, no more betting is allowed.

MOOGOO MONKEY PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement
1. Wannabe Primate	None	-
2. Lucky Monkey	Logic 2	\$130
3. Awesome Orangutan	Logic 4, Creativity 1	\$260
4. Great Gorilla	Logic 6, Creativity 3	\$450
5. Moogoo Monkey Master	Logic 8, Creativity 4	\$750

The game continues for three rounds; the player with the most tokens at the end wins. If all cards run out before a third monkey is eliminated, a stalemate (or Stale Bananas to be precise) is declared and all players get a small payout.

MOOGOO MONKEY PRIZE MONEY

First Place	Second Place	Last Place	Stale Bananas (Stalemate)	Bet Bonus
\$100	\$50	\$25	\$35	\$10
\$200	\$100	\$50	\$75	\$20
\$350	\$175	\$85	\$125	\$35
\$600	\$300	\$150	\$250	\$50
\$800	\$400	\$200	\$300	\$65

Soul Music

Unlocked:

Location:

Hours:

Shift Time:

Mission 4, Goal 2

Bayou, Hickory Stump

Midnight-8 a.m.

6 hours



Soul Music.

The Red Man and you take turns on the fiddle; each combination is represented by button presses on the four directional controls and A. First, the Red Man plays a combination. Then, you must duplicate both the order of the buttons and the identical rhythm. The closer the match, the better the score. A perfect replication earns a bonus payout.

SOUL MUSIC PAYOUTS

Level	\$ per Note	\$/Passage	\$ for Perfect Duplication	Notes per Passage
1	\$5	\$15	\$100	2
2	\$10	\$20	\$200	3
3	\$20	\$40	\$400	4
4	\$30	\$80	\$666	3-5
5	\$40	\$120	\$1,000	6

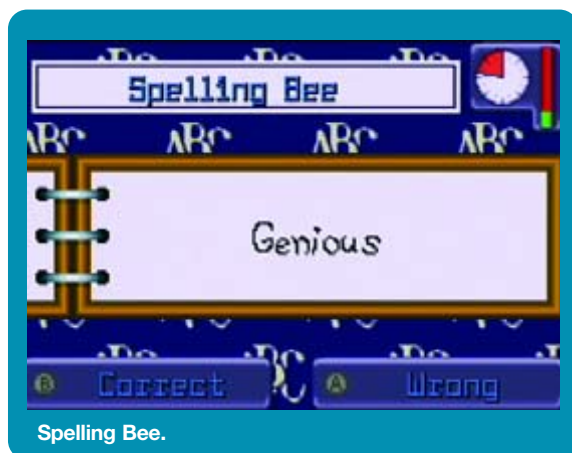
At higher promotion levels, the complexity and speed of the combinations increase.

SOUL MUSIC PROMOTION REQUIREMENTS

Level	Skill Requirement	Score Requirement
1. Li'l Fiddler	None	-
2. Prodigy	Creativity 1	\$100
3. Maestro	Creativity 3, Charisma 1	\$200
4. Virtuoso	Creativity 5, Charisma 2	\$500
5. Red Man Incarnate	Creativity 7, Charisma 4	\$1,000

Spelling Bee

Unlocked:	Unlocking and acquisition of the Nerdie Rep Xizzle
Location:	Glasstown, Rep group clubhouse lobby
Hours:	N/A
Shift Time:	1 hour



Spelling Bee.

This game functions just like the university skill minigames but instead of skill points, you earn simoleons.

A word appears in the notebook for two seconds. If it's spelled correctly, press **B**, if it's wrong, press **A**. You receive money for a correct answer. Play continues until time runs out.

There are six essential skills in any Urb's life.

SKILLS

There are six skills in any Urb's life.

BODY
CHARISMA
COOKING
CREATIVITY
LOGIC
MECHANICAL



Skills are shown in the Popularity screen.

To increase a skill through its 10 stages, you must interact with objects and engage in activities that grant skill points. Lower skill points are quickly achieved; the higher the level, the longer the interaction required to earn a skill point. For example, researching on the computer to earn your first logic point takes a few minutes, but earning logic at Level 8 probably requires a bathroom break.

SKILL OBJECTS



Certain objects build skill when you interact with them.

Some skills have corresponding skill-building objects. These may be found in the city or are purchasable from stores for use in your Urb's own home.

Body:	Treadmill at the gym in King Tower, free weights (purchased or in jail and basketball court)
Charisma:	Any mirror
Cooking:	None
Creativity:	Admire rubbish bin graffiti near the Urbania Club Xizzle entrance, electric guitar
Logic:	Computer in newspaper office, purchased computer, chess board



While no objects specifically build Mechanical skill, fixing broken object does.

Using these objects takes time, and your motives decay while you're engaged with them. If motives drop too low, you can't work on your skill until you tend to your needs. Try to begin interacting with these objects with your motives full.

One additional object provides a faster boost to skills. If your Urb is successful in the Nerdie Rep group (six Rep points), you get the group's signature objects: the Mad Skillz Cerebral Data Infuser. This object can be used once a day to raise a randomly selected skill.

SKILL BUILDING WITH XIZZLES AND CHEATS

There are some labor-light ways to build skills, too.

The Nerd Level 5 Xizzle adds one point to all skills when acquired.

Each skill can also be increased on the sly by visiting the Cheat Ninja (see Section 19 for where to find her) and purchasing the berry smoothie that corresponds to the desired skill. Smoothies grant one skill point but they aren't cheap (\$999 each):

Body:	Buff berry smoothie
Mechanical:	Clock berry smoothie
Creativity:	Da Vinci berry smoothie
Cooking:	Gourmet berry smoothie
Logic:	Mind berry smoothie
Charisma:	Silver-tongue berry smoothie

UNIVERSITY MINIGAME

After completing Mission 2, Goal 1, talking to the professor at the university in Urbania provides access to a series of minigames that increase skill.



University Minigame.

The university is open from 6 a.m. to 9 p.m. each day and offers classes in cooking, creativity, logic, and mechanical skills, but only at specified times:

UNIVERSITY CLASS SCHEDULE

Time	Class
6 a.m.-9 a.m.	Cooking
10 a.m.-1 p.m.	Creativity
2 p.m.-5 p.m.	Logic
6 p.m.-9 p.m.	Mechanical

All the games are the same: A notebook page shows a word and you have two seconds to identify if the word relates to the chosen subject (i.e. novel is related to creativity). If it matches, press Ⓑ if it doesn't match, press Ⓐ.

To gain a skill level, you must match an increasing number of words in the time allowed.

CLASS REQUIREMENTS AND COST BY SKILL LEVEL

Promotion to Skill	Word Required	Cost
1	10	\$10
2	15	\$25
3	20	\$50
4	25	\$100
5	30	\$200
6	35	\$400
7	40	\$750
8	45	\$1,500
9	50	\$2,500
10	55	\$5,000

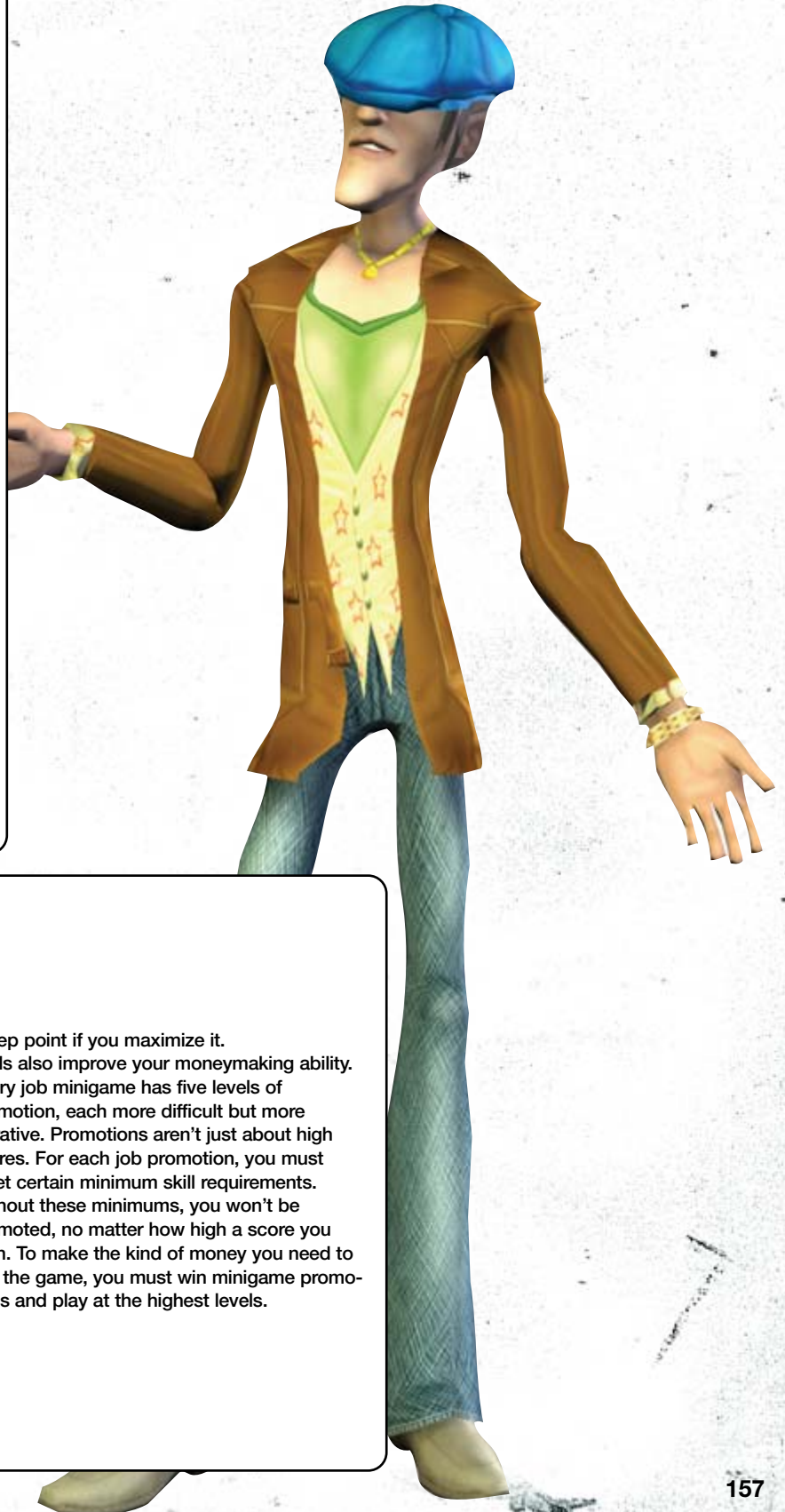
Classes consume three hours of game time.

WHY DEVELOP SKILLS

There are four reasons to develop skills: objectives, possible injury, speed of accomplishment, Rep points, and jobs.

1. Several objectives in the game require you to achieve certain skill thresholds.
2. Trying to fix something with low mechanical skill or trying to use a heat-generating stove with low cooking skill can result in electrocution or a fire (respectively). Either can result in passing out and a trip to the hospital.
3. The higher your mechanical skill, the faster you can fix broken objects. The higher your cooking skill, the more successful your baked mixes are. Skill also improves success at woodcarving.
4. Each Rep group has a favored skill and gives

- a Rep point if you maximize it.
5. Skills also improve your moneymaking ability. Every job minigame has five levels of promotion, each more difficult but more lucrative. Promotions aren't just about high scores. For each job promotion, you must meet certain minimum skill requirements. Without these minimums, you won't be promoted, no matter how high a score you earn. To make the kind of money you need to win the game, you must win minigame promotions and play at the highest levels.



OBJECTS

The objects your Urb owns, finds, and receives have a major impact on who you are, what you can do, and what will happen to you.

STORES

Each store in Miniopolis sells a specific class of object.

Food:	Items can be consumed for Hunger satisfaction.
General:	Household objects come from the catalog.
Gifts:	Small items can be given to other Urbz to gain reputation points.
Ingredients:	These stores offer cooking ingredients and mixers, and also purchase cooking products.
Pets:	Live animals can grace your Urb's home.
Specialty:	These offer household objects exclusively from exotic locations.
Woodcarving:	These stores sell raw wood or woodcarving objects. They also purchase cut blocks of wood and finished woodcarving objects.



Regardless of their stock, all stores work the same way.

THE 411

The online store, SimBay Online, can be accessed from any public or home computer. It functions as a general store and all purchases arrive in the mail in two to three days.

STORES

Baker's Dozen	Sim Quarter	Ingredients
Bayou Bazaar	Sim Quarter	Gifts
Bigbucks Collection	(Museum Gift Shop)	Sim Quarter Decoratives
Box Lady	Sim Quarter	Pets
Café Multiplaya	Sim Quarter	Food
Carver's Corner	Sim Quarter	Woodcarving Supplies and Products
Club Xizzle	Urbania/Glasstown	Food
Coffee Shop	Glasstown	Food
Crawfish Shack	Sim Quarter	Food
Drifter Woods	Urbania	Gifts
Glasstown Mega-Mall	Glasstown	General
Moogoo Lounge	Sim Quarter	Food
Moon Store	Moonbase Zeta	Specialty
Multiplex Concessions (movie theater)	Glasstown	Food
Paradise Island	Paradise Island	Specialty
Sideshow Pets	Carnival	Pets
SimBay Online	Any computer	General
Slice O'Life	Urbania	Food
Thrift Shop	Urbania	General
Club Zydeco	Sim Quarter	Food

AUCTIONS

Auctions are held at the Thrift Store and the Glasstown megamall every day from 5 p.m. to 7 p.m. Interacting with the shopkeeper during these hours takes you directly into the auction system.



Auctions can be a good place to buy, but be careful not to bid above the item's retail price.

OBJECT ATTRIBUTES

Objects can serve several functions, but most revolve around either motives or skills.

MOTIVES

Using many objects satisfies a specific motive or motives. The more expensive the object, the faster it satisfies its advertised motive(s).

In the case of the Room motive, the more expensive the object, the more it raises the possible ceiling of Room score.

SKILLS

Skill objects can be used to develop the five skills. Having one of these objects in your Urb's home enables you to work on skills whenever you like and refresh your Room motive at the same time.

RBZ WEALTH LEVELS FOR AUCTIONS

Urbz	Wealth
Bayou Boo	Struggling
Berkeley Clodd	Struggling
Cannonball Coleman	Average
Crawdad Clem	Struggling
Crystal	Average
Daddy Bigbucks	Filthy Rich
Darius	Wealthy
Detective Dan	Average
Dusty Hogg	Struggling
Ephram Earl	Filthy Rich
Ewan Watahmee	Average
Giuseppi Mezzoalto	Wealthy
Gramma Hattie	Struggling
Harlan King	Wealthy
Kris Thistle	Struggling
Lily Gates	Average
Lincoln Broadsheet	Struggling
Lottie Cash	Wealthy
Luthor L. Bigbucks III	Filthy Rich
Mambo Loa	Average
Maximillian Moore	Wealthy
Misty Waters	Average
Olde Salty	Average
Phoebe Twiddle	Struggling
Polly Nomial	Average
Pritchard Locksley	Average
Roxanna Moxie	Wealthy
Suzie Pirnova	Struggling
Theresa Bullhorn	Average

OBJECT CATALOG

The following objects are available regularly in appropriate stores in Miniopolis. Not all objects are available every day and some are rarer than others; stock changes each day at midnight.

CATALOG OBJECTS

Catalog objects are carried in many stores.



Object	Category	Price	Motive	Skill
Abstract Expressionist Painting	Decorative	\$50	Room	-
Aluminum Card Table	Furniture	\$115	-	-
Amberson's Magnificent Double Bed	Furniture	\$1,400	Comfort, Energy	-
Amberson's Magnificent Sleigh Bed	Furniture	\$750	Comfort, Energy	-
Amorous Inc. Love Seat	Furniture	\$620	Comfort	-
Anywhere End Table	Furniture	\$85	-	-
Arctechology 2-Door Refrigerator	Appliances	\$1,650	Hunger	-
Back Slack Recliner Chair	Furniture	\$250	Comfort	-
Barbecue Grill	Appliances	\$375	Hunger	-
Baroque Mirror	Decorative	\$450	-	Charisma
Biker Sofa	Furniture	\$50	Comfort, Energy	-
Book of Poetry	Gifts	\$19	-	-
Bouquet of Flowers	Gifts	\$25	-	-
Bovitron Z-36 Cheese Modulator	Appliances	\$795	Hunger	-
Box of Chocolates	Gifts	\$22	-	-
Brahma 5000 Behemoth Computer	Electronics	\$2,500	Fun	Logic
Buff Berry Smoothie	Cheats	\$999	-	Body
Bump n' Boogaloo Dance Pad	Recreation	\$2,300	Fun	-
Candy Cane	Decorative	\$100	Room	-
Celestial Slumber Moon Bed	Furniture	\$710	Comfort	-
Cheap Eazzze Sofa	Furniture	\$180	Comfort, Energy	-
Cheap Tombstone	Decorative	\$100	Room	-
Chocolate	Ingredients	\$30	-	-
Clock Berry Smoothie	Cheats	\$999	-	Mechanical
Comfy Recliner	Furniture	\$295	Comfort	-
Comic Book	Gifts	\$8	-	-
Country Class Chair	Furniture	\$150	Comfort	-
Country Class Couch	Furniture	\$450	Comfort, Energy	-
Craftmaestro Mini-Bench	Utilities	\$100	-	-
Craftmaestro Pro Bench	Utilities	\$950	-	-
Creepy Corner Kid Doll	Decorative	\$865	Room	-
Da Vinci Berry Smoothie	Cheats	\$999	-	Creative
De Stijlist Painting	Decorative	\$300	Room	-
Denizen Cane Bamboo Bed	Furniture	\$1,500	Comfort, Energy	-
Denizen Cane Bamboo Chair	Furniture	\$300	Comfort	-
Denizen Cane Bamboo Recliner	Furniture	\$850	Comfort	-
Dialectic Range and Stove	Appliances	\$440	Hunger	-
Dilly Taunt's Portable Easel Kit	Recreation	\$290	-	-
DTS Wood Countertop	Furniture	\$100	-	-
DTS Wood Countertop with Sink	Furniture	\$200	Hygiene	-
Epicurious Gourmet Stove	Appliances	\$1,750	Hunger	-
Expensive Tombstone	Decorative	\$350	Room	-
Flour	Ingredients	\$5	-	-
Free Weight Set	Recreation	\$350	-	Body
Gagmia Simore Espresso	Appliances	\$350	Energy	-
GalleLayman Backyard Telescope	Recreation	\$999	Room	-
Giant Leather Recliner	Furniture	\$595	Comfort	-
Giant Pumpkin	Decorative	\$50	Room	-
Giant Stuffed Gorilla	Decorative	\$1,200	Room	-
Giant Tiki Head	Decorative	\$450	Room	-
Gold Ring	Gifts	\$55	-	-
Gourmet Berry Smoothie	Cheats	\$999	-	Cooking
Green Meteorite	Decorative	\$1,900	Room	-
Guillotine	Decorative	\$1,450	Room	-

OBJECTS

Object	Category	Price	Motive	Skill
Hanging Telephone	Utilities	\$75	-	-
Hot-Trot Dance Tiles	Recreation	\$1,365	Fun	-
HygeiaOmatic Toilet	Utilities	\$120	Hygiene	-
Impressionist Painting	Decorative	\$1,000	Room	-
Jailhouse Teddy	Gifts	\$75	-	-
JC Portrait	Decorative	\$150	Room	-
Lawn Gnome	Decorative	\$35	Room	-
Lawn Leprechaun	Decorative	\$105	Room	-
London Mesa Dining Table	Furniture	\$350	-	-
Manila-100 Marine Aquarium	Decorative	\$1,950	Room	-
Mardi Gras Mask	Decorative	\$300	Room	-
Max Matewell's Pro-Chess Board	Recreation	\$375	-	Logic
Mind Berry Smoothie	Cheats	\$999	-	Charisma
Modern Sculpture	Decorative	\$675	Room	-
Monkey-Headed Jack-in-the-Box	Decorative	\$635	Room	-
Monochrome Television	Electronics	\$99	Fun	-
Movie Poster	Decorative	\$145	Room	-
Mr. Andersonville Sink	Utilities	\$105	Hygiene	-
Neo-Expressionist Painting	Decorative	\$150	Room	-
Neon Smoothie Sign	Decorative	\$375	Room	-
Neo-Plasticist Painting	Decorative	\$600	Room	-
Newton's Apple Pinball Machine	Electronics	\$1,600	Fun	-
Nuts	Ingredients	\$10	-	-
Offender Guitar and Amplifier	Recreation	\$600	-	Creativity
Olde Salty Action Figure	Gifts	\$15	-	-
Pee-K-Boo Mfc. Toilet	Utilities	\$380	Hygiene	-
Pilgrim Gnome	Decorative	\$175	Room	-
Pinegulcher Dresser	Furniture	\$175	-	-
Plaid Recliner	Furniture	\$700	Comfort	-
Poseidon's Adventure Aquarium	Decorative	\$535	Room	-
Positive Potential Microwave	Appliances	\$250	Hunger	-
Potted Jade House Plant	Decorative	\$180	Room	-
Potted Rubber House Plant	Decorative	\$120	Room	-
Prognoss Family-Sized Crystal Ball	Decorative	\$1,000	Energy, Social	-
PyroInferno Atom Burner Oven	Appliances	\$3,000	Hunger	-
Red Rose	Gifts	\$12	-	-
Robot Monkey Butler	Electronics	\$3,999	Room	-
Robot Vacuum Cleaner	Electronics	\$375	Room	-
Roman Statue	Decorative	\$850	Room	-
Rosebud	Cheats	\$100	-	Simoleons
SaniQueen Luxury Shower	Utilities	\$1,500	Hygiene	-
Sarcophagus	Decorative	\$1,117	Fun	-
Seat of Tranquility Crater Chair	Furniture	\$1,800	Comfort, Energy	-
Shaker Floor Mirror	Decorative	\$650	-	Charisma
Shrunken Heads	Decorative	\$250	Room	-
Silver-Tongue Smoothie	Cheats	\$999	-	Logic
Skratch N' Spin DJ starter pack	Recreation	\$650	Fun	-
Sky Diving Machine	Electronics	\$3,875	Fun	-
Slip of Paper	Cheats	\$999	-	-
Smoothie Machine	Appliances	\$505	Hunger	-
Sno-Time Refrigerator	Appliances	\$525	Hunger	-
Soma Electronics Plasma Television	Electronics	\$2,400	Fun	-
Spartan Special Bed	Furniture	\$275	Comfort, Energy	-
SteriLife Bathroom Counter and Sink	Furniture	\$150	Hygiene	-
SteriLife Bathroom Countertop	Furniture	\$50	-	-
String Theory Super System	Electronics	\$1,700	Fun	-
Sugar	Ingredients	\$10	-	-
Suit of Armor	Decorative	\$715	Room	-
The Mix Whizzard	Utilities	\$250	-	-

Object	Category	Price	Motive	Skill
The Mix Whizzard Deluxe	Utilities	\$750	-	-
The Savvy Shower	Utilities	\$230	Hygiene	-
The Wally Whitman Repose Sofa	Furniture	\$1,100	Comfort, Energy	-
Tropical Birdcage	Decorative	\$950	Room	-
Trottco RGB Ultra Television	Electronics	\$500	Fun	-
TykeNyte Bed	Furniture	\$550	Comfort, Energy	-
Unicorn Tapestry	Decorative	\$200	Room	-
Vanilla	Ingredients	\$15	-	-
Vending Machine	Appliances	\$1,200	Hunger	-
Video Arcade Machine	Electronics	\$1,250	Fun	-
Viva Lost Wages Home Casino	Electronics	\$899	Fun, Simoleons	-
Woodcarving Table	Utilities	\$100	-	-
Work-Bunst All-Purpose Chair	Furniture	\$80	Comfort	-
Zebra Faux-Fur Sofa	Furniture	\$820	Comfort, Energy	-
Zebra Recliner	Furniture	\$610	Comfort	-
Zen Fountain	Decorative	\$777	Room	-
Zimantz Unity Stereo	Electronics	\$650	Fun	-

FOOD OBJECTS



Food shops sell objects that can be consumed immediately or given to other Urbz.
Food objects can be bought from food stores.

FOOD OBJECTS

Object	Sale Price	Motives
Barrel o' Soda	\$20	Hunger
Bayou Bubbly	\$30	Hunger
Beans n' Rice	\$15	Hunger
Caramel Coffee	\$35	Hunger
Cheesy Pizza	\$20	Hunger
Chocolate Ice Cream	\$20	Hunger
Corny Dawg	\$15	Hunger
Cup o' Jay	\$16	Hunger, Energy, Social
Cup o' Joe	\$8	Hunger
Cup o' Kev	\$12	Hunger, Energy, Comfort
Cup o' Les	\$14	Hunger, Energy, Fun
Da Slam Burger	\$15	Hunger
Fresh Cornbread	\$12	Hunger
Fruit Squeezee	\$7	Hunger
Great Gravy Fries	\$10	Hunger
Grilled Catfish	\$25	Hunger
Jumbo Combo	\$35	Hunger
Jumbo Jerk Gumbo	\$20	Hunger
Mango Mambo Smoothie	\$5	Hunger
Mega-Bucket of Popcorn	\$20	Hunger
Slice o' Heaven Pizza	\$30	Hunger
Swamp Juicy	\$9	Hunger
Tub o' Soda	\$5	Hunger
Zydeco Zowiee	\$12	Hunger

RESELLING OBJECTS

Most catalog items can be resold, but you take a loss from the original sales price. Many items can't be bought, though, so any proceeds from selling them are pure profit.

The following objects can be sold to stores for the listed prices. They can, of course, also be used and enjoyed for improving motives and skills listed.

NON-CATALOG OBJECTS THAT CAN BE RESOLD

Object	Type	Resale Price	Motive	Skill
3-Card Monte Table	Housewarming Gifts	\$410	Room	-
'98 Adder Bumper	Housewarming Gifts	\$95	Room	-
Angel Statue	Housewarming Gifts	\$250	Room	-
Apple Pie	Cooking Products	\$32	Hunger	-
Apple Strudel	Cooking Products	\$60	Hunger	-
Artsie Clubhouse Keys	Rep Objects	\$1	-	-
Artsie Trade Magazine	Rep Objects	\$50	-	-
Artsie Trophy	Rep Objects	\$225	-	-
Birthday Cupcakes	Cooking Products	\$60	Hunger	-
Blind Justice Statue	Housewarming Gifts	\$225	Room	-
Bod-Mod Booth	Rep Objects	N/A	Fun	-
Burning Spoke Sign	Housewarming Gifts	\$85	Room	-
Caramelized Apples	Cooking Products	\$80	Hunger	-
Chainsaw Chicken	Woodcarving Products	\$187	Room	-
Chocolate Biscotti	Cooking Products	\$87	Hunger	-
Chocolate Cake	Cooking Products	\$95	Hunger	-
Chocolate Decadence	Cooking Products	\$65	Hunger	-
Cocoa Apple Cake	Cooking Products	\$112	Hunger	-
Comedy & Tragedy Masks	Housewarming Gifts	\$200	Room	-
Decorative Chess Piece	Woodcarving Products	\$4	Room	-
Electro Lamp	Housewarming Gifts	\$150	Room	-
Flaming Hoop	Housewarming Gifts	\$195	Room	-
Fudge Brownies	Cooking Products	\$75	Hunger	-
Giant Chocolate Bunny	Cooking Products	\$55	Hunger	-
Glazed Fruit Salad	Cooking Products	\$7	Hunger	-
Gold Rep Group Plaque	Rep Objects	\$750	Room	-
Golden Fiddle	Housewarming Gifts	\$666	Room	-
Golden Mop Award	Housewarming Gifts	\$200	Room	-
Key to the City	Housewarming Gifts	\$437	Room	-
Khroniton Reactor	Housewarming Gifts	\$475	Room	-
Lawn Flamingo	Housewarming Gifts	\$37	Room	-
Lemon Meringue Pie	Cooking Products	\$37	Hunger	-
Lemon Pudding	Cooking Products	\$65	Hunger	-
Lemon Tart	Cooking Products	\$80	Hunger	-
Lottie Cash Statue	Housewarming Gifts	\$187	Room	-
Low-Carb Chocolate Cake	Cooking Products	\$110	Hunger	-
Mad Skillz Cerebral Data Infuser	Rep Objects	N/A	-	Random
Magic Lamp	Housewarming Gifts	\$600	Room	-
Miss Simverse Trophy	Housewarming Gifts	\$125	Room	-
Movie Standee	Housewarming Gifts	\$100	Room	-
Music Stand	Housewarming Gifts	\$60	Room	-
Nerdie Clubhouse Keys	Rep Objects	\$1	-	-
Nerdie Trade Magazine	Rep Objects	\$50	-	-
Nerdie Trophy	Rep Objects	\$250	-	-
Orange Pedestal	Housewarming Gifts	\$350	Room	-
Pecan Pie	Cooking Products	\$42	Hunger	-
Periodic Table of Elements	Housewarming Gifts	\$107	Room	-
Python Statue	Housewarming Gifts	\$200	Room	-
Red Velvet Cake	Cooking Products	\$97	Hunger	-
Richie Clubhouse Keys	Rep Objects	\$1	-	-



NON-CATALOG OBJECTS THAT CAN BE RESOLD

Object	Type	Resale Price	Motive	Skill
Richie Trade Magazine	Rep Objects	\$50	-	-
Richie Trophy	Rep Objects	\$300	-	-
Rowboat	Woodcarving Products	\$5	Room	-
Safe	Housewarming Gifts	\$175	Room	-
Sensory Deprivation Chamber	Rep Objects	N/A	All	-
Silver Rep Group Plaque	Rep Objects	\$250	Room	-
Soap Box	Housewarming Gifts	\$40	Room	-
Strawberry Shortcake	Cooking Products	\$42	Hunger	-
Strawberry Tiramisu	Cooking Products	\$102	Hunger	-
Streetie Clubhouse Keys	Rep Objects	\$1	-	-
Streetie Trade Magazine	Rep Objects	\$50	-	-
Streetie Trophy	Rep Objects	\$250	-	-
Sugar Cookies	Cooking Products	\$47	Hunger	-
Throne	Housewarming Gifts	\$550	Room	-
Totem Pole	Woodcarving Products	\$6	Room	-
Traffic Light	Housewarming Gifts	\$150	Room	-
Typewriter	Housewarming Gifts	\$150	Room	-
Ultimate MP-DEE Stereo System	Rep Objects	N/A	Fun	-
Uncle Suede Shizzle's Cane	Housewarming Gifts	\$100	Room	-
Vanilla Swirl Tart	Cooking Products	\$60	Hunger	-
Velocirooster Skeleton	Housewarming Gifts	\$600	Room	-
Voodoo Dan Doll	Housewarming Gifts	\$325	Room	-
Wall-Mounted Alligator	Housewarming Gifts	\$280	Room	-
Wall-Mounted Swordfish	Housewarming Gifts	\$310	Room	-
Wooden Block	Woodcarving Products	\$1	Room	-
Wooden Cowboy	Woodcarving Products	\$10	Room	-
Wooden David	Woodcarving Products	\$15	Room	-
Wooden Grizzly	Woodcarving Products	\$7	Room	-
Wooden Nymph	Woodcarving Products	\$12	Room	-
Wooden Potato	Woodcarving Products	\$1	Room	-

Object Loss

Objects can be lost in two ways:

- **Repossession:** If you are jailed for nonpayment of bills and have no money to pay, you can get immediate release by declaring bankruptcy. The cost of this extreme solution is the repossession of a random item from your home.
- **Theft:** Once each day, there's a chance that your primary living space will be burglarized. This probability is based on the swankiness of the home (the initial cost and bills) and the total value of all objects in it. In other words, the more expensive your home and the more prestigious the location, the more likely it'll be robbed. The likelihood of a burglary can be reduced or eliminated by upgrading the home's security system (see "Upgrades," Section 12).

Pets

Pets are a special kind of object that can be purchased from and returned to only three stores: Sideshow Pets, Box Lady, and Moon Shop.

Pet	Price
Lonely Iguana	\$1,200
Miniature Llama	\$3,200
Pot-Bellied Moon Swine	\$4,200
Pot-Bellied Pig	\$850
Scottish House Cat	\$650
Tabby Cat	\$500
Tooken Terrier	\$600
Whiteshire Dog	\$700



Ordinary pets can be bought from the Box Lady in Sim Quarter.

Pets can be put in your pocket like any other object and placed in your home. Once installed there, they wander about freely. You may own only one pet at a time. Pets can be returned to the store, though you get only a fraction of your money back.

Interact with a roaming pet by petting it, which raises Comfort. Pets can also be played with, resulting in Fun satisfaction. Some pets can even be taken for walks; they follow your Urb wherever he goes, even outside the house. Once outside the house, the pet can still be played with and petted. Walks end when you return to the house and issue the "Stay" command.



CARE OF PETS

Pets require frequent petting or they develop Bladder issues. If you find puddles around your home and they're not yours, you're not giving your pet enough attention.



Pet your animals regularly or you find Room motive-depressing puddles around your Urb's home.

To restore your pet's well being, pet it for a while and follow up on subsequent days.

MISSION

WELCOME TO THE CITY

MISSION 1

HIGH ABOVE THE WORLD

All goals in this initial mission are sequential, and pretty much lead from one mission to the next automatically.

GOAL 1: Slave to the Grind

Trigger: Kris Thistle (Automatic)



Prove yourself by playing a round of Squeegee Clean.

Convince Kris that you deserve to stay even through the window-washing job has dried up. Prove that you can make her a good assistant.

- **Play Squeegee Clean:** Play one round of the Squeegee Clean minigame. It's on the tower roof, marked by a large "\$" sign.
- **Befriend Kris Thistle:** Interact with Kris to get relationship up to 30.
- **Give Kris Your Squeegee and Bucket:** Interact with Kris, selecting first "Friendly Stuff" and then "Give a Gift." Choose the bucket from your Urb's pockets. When finished, find Kris and chat with her again.

GOAL 2: Get Cleaned Up

Trigger: Kris Thistle

Now that Kris has agreed to let you stay, get presentable using the bare facilities available in King Tower and learn how to feed your Urb's motives.



The penthouse under renovation is the place for a little shut-eye.

- **Take a Shower:** Find the shower on the fourth floor (the unfinished penthouse). Take a shower until your Hygiene motive is satisfied.
- **Take a Nap:** Also in the penthouse, a couch provides an adequate place for a nap. Sleep until your Energy motive is satisfied.
- **Eat Something from the Vending Machine:** Take the elevator to the lobby and buy a snack or drink from the vending machine. (It's free!)

Find Kris Thistle (in either the lobby or the law offices on the second floor), and select the "!" icon.



GOAL 3:

Help Kris Thistle

Trigger: Kris Thistle

Kris wants you to earn your keep, so get moving on a few odd jobs. This goal teaches you how to move and repair objects.



Repairing the television builds mechanical skill and fulfills one of Kris's odd jobs.

- **Move Bed to the Suite:** Locate the bed on the second floor and interact with it. Select "Put in Pocket" to add it to your Urb's inventory. Take it up to the penthouse and place it anywhere that pleases you.
- **Repair the Television:** Before heading upstairs, interact with the broken TV and select "Repair." When the repair is done, your Urb has built some mechanical skill and had a vision that drives the story.
- **Repair Two Drinking Fountains:** The three broken drinking fountains are in the gym, the law office, and the lobby. Fix two of them to increase mechanical skill and fulfill the task.

When finished, see Kris Thistle and select "What's Up?" (the "!" interaction).

GOAL 4:

The Key

Trigger: Kris Thistle

Kris admits that she's accidentally locked herself (and you) in the building and asks you to swipe the key. Doesn't sound exactly honest, but it's best to do as you're told.



Get the key from Lily's desk but don't expect to get away with it.

- **Earn One Mechanical Skill Point:** Return to the second floor and interact with Kris's workbench (near the TV) to "Study Mechanical" and complete your Urb's first skill point.
- **Pick the Lock to Lily Gates's Office:** Once you have the mechanical skill point, go to the door to the law office on the second floor and pick the lock. You gain a bit more mechanical skill for this activity.
- **Find the Key:** Approach the back of Lily's desk and a yellow arrow appears above it. Press Δ to search for and find the key.

Unfortunately, this bit of skullduggery lands you in trouble with Lily and Daddy Bigbucks and, momentarily, in the jail.

GOAL 5: Get Out of Jail

Trigger: Detective Dan D. Mann

So now you're in trouble. Time to get out of it with a bit of charm.

- **Answer Detective Dan's Questions:** The correct answers are: (1) Any; (2) "The janitor told me I could stay!"; (3) "Real food! I was tired of eating junk"; (4) "No. He is finding legal ways to make people miserable"; (5) Any.
- **Befriend Detective Dan:** Build relationship to 30.

When both tasks are done, Dan gives the next objective.

GOAL 6: Find a Place to Live

Dan releases you but limits you to life in Urbania. He also makes a few demands about getting your life together.



Play a little b-ball on the jail roof.

- **Play the Hoopz minigame:** Climb the stairs to the jail's roof and play the Hoopz minigame (marked by the large "\$").
- **Earn \$150 for Rent and Taxes:** Play the Hoopz game enough times to earn \$150.
- **Buy a House:** Head north from the jail to find two homes for rent. Acquire the small brownstone (it's cheaper). Don't forget to unpack your moving crate.

Talk to Dan to let him know you're done and unlock Mission 2.

MISSION 2 URBANIA

Finally free of the confines of both King Tower and the Miniopolis jail, you finally have some limited freedom to roam around one of the city's three districts. All goals in this mission can be done in any order but the first five must be complete before the sixth is unlocked.

GOAL 1: Work Study

Trigger: Susie Pirnova

It's way past the application deadline for the university but Susie informs you of another way to enroll.



Find the artemisia plant near the rubbish bin outside Club Xizzle.

- **Befriend Maximilian Moore:** Find Max (usually in the hospital) and build relationship to 30. When that score is reached, a "What's Up" conversation icon appears.
- **Give the artemisia plant to Max:** Find the plant (a white flowery bush) near the rubbish bin outside Club Xizzle (see map) and give it to Max (as a gift) within one hour of picking it. The plant only lives for one hour once picked. If it dies, you have to wait until midnight to get another; the indicator above your Urb's head shows the time remaining.
- **Write a Doctoral Thesis:** There are two potential ways to get this but only one works. You could buy one for \$500 from Berkeley Clodd but Max won't accept that thesis. Instead, befriend the newspaper editor Lincoln Broadsheet (building a relationship score of 40) and he gives you permission to use the computers in his office. Use the computers and select "Write Thesis." Either way, you end up with an object entitled Master's Thesis (though the title will be different) that you must give to Max. If your attempts at thesis-writing don't work, try studying to increase your skill before trying again.

Giving the self-authored thesis to Max fulfills the goal, unlocks the Dr. Max Stat! minigame (available in the hospital), and unlocks the university minigames (consult the class schedule on the wall in the university and talk to the professor). University minigames add skill points if completed successfully.

THE 411

If you build your logic skill up a bit before writing the thesis, there's a chance of receiving a monetary prize by phone the next time your Urb goes home.

GOAL 2: Gotta finish the riff

Trigger: Phoebe Twiddle

Meet and chat with Phoebe Twiddle (she's usually in the Thrift Store) and she tells you the sad tale of local musician Cannonball Coleman.

- **Befriend Cannonball Coleman:** Find Cannonball and build relationship to 30. Once that's achieved, select the "What's Up?" icon to proceed.
- **Earn Creativity 1:** Cannonball won't let you help him until you hone your creativity a bit. Develop creativity to Level 1 by finding the rubbish bin outside Club Xizzle and using the "Critique Graffiti" interaction.
- **Give a Saxophone Reed to "Cannonball" Coleman:** Buy a bamboo saxophone reed from the Thrift Shop and give it to Cannonball as a gift.
- **Finish Cannonball's Song:** The correct answers are (1) "up to old tricks"; (2) "so right"; (3) "and chill as a lake"; and (4) "saxophone reed."

Cannonball thanks you, unlocking the Comic Explosion minigame (in the Slice O' Life pizza restaurant).

GOAL 3: Race for Glory

Trigger: Dusty Hogg

Dusty wants to get a new dirt bike track up and running. You have to foot the bill and prove your worth (in a slightly irrelevant way).

THE 411

Find Dusty and get this goal started as soon as possible. You need to deliver three lunches to Ewan, so you can be working on all the other goals while killing time between deliveries.



Buy some grub from the pizza place and bring it to Ewan at the chopper garage three times during lunch hour.

- **Give Dusty \$500 for Renovations:** As soon as you have it, give \$500 to Dusty. Once you get this mission, there'll be a "What's Up?" conversation icon; use it, answer affirmatively, and hand over the cash.
- **Talk to Ewan Watahmee:** Find Ewan, select the "What's Up?" icon, and he tells you what to do.
- **Bring Ewan Lunch for Three Days:** Buy three food objects (any will do) from the pizza restaurant and keep them in your pockets. Then, each day between noon and 1 p.m., find Ewan in the chopper shop and give him the food as a gift.

Talk to Dusty. The Motocross Mayhem minigame (located in the chopper shop) is now unlocked.

GOAL 4: Salesmanship

Trigger: Berkeley Clodd



Go to the auction on Berkeley's behalf and nab the shrunken head item.

Berkeley Clodd wants something from the Thrift Shop but can't get it himself. You must attend the auction (with \$200 he provides) and win the auction on his behalf.

- **Attend an Auction Between 5 p.m. and 7 p.m.:** Go to the Thrift Shop between 5 p.m. and 7 p.m. and interact with the clerk. Select the shrunken heads from the objects for sale and press **A**. You needn't win the auction to complete this action.
- **Acquire the Shrunken Head:** Be the high bidder in the auction and you win the object. You may have to go over \$200 to get it. If you don't win the first time, re-engage the clerk and try again.
- **Give the Shrunken Head to Berkeley:** Find Berkeley and give him the shrunken head.

As a reward, Berkeley offers what he thinks is a worthless, broken skateboard. In fact, it's a valuable gravboard you may use to get around in style.

GOAL 5: Club Xizzle

Trigger: Lottie Cash

Lottie Cash prattles on about Club Xizzle. To learn more, however, you need to talk to Crystal.

THE 411

Have all your motives maxed out and around \$100 in your pocket and start this mission in the middle of the day so both the pizza joint and the Thrift Shop are open. Taking too much time to satisfy motives bores your easily distracted new friend, and store closures are too long to keep her from wandering off.



Crystal follows you anywhere as long as she doesn't get bored. Keep an eye on that meter over her head to see if you're losing her.

- **Take Crystal Out on the Town:** Talk to Crystal and select the "What's Up?" icon. She proposes you spend the next 24 hours together so she can gauge how cool you are. She has a boredom meter over her head; if it ever runs out, she gives up on you and you have to start over the next day. Start by taking her to the pizza shop.
- **Get a Bite to Eat:** Talk to Crystal and she tells you to buy her a slice of pizza. Buy it and give it as a gift.
- **Play a Game:** Next to the pizza counter are a pair of dancing games. Play with one and Crystal plays with the other.
- **Go Shopping:** Talk to Crystal again and she asks you to take her shopping. Run her over to the Thrift Shop.
- **Buy Crystal a Gift:** Talk to Crystal again and take her to the street vendor (Drifter Woods) near the pizza shop. Buy her a rose from the shop and present it to her as a gift.

Impressed, Crystal tells you all about Xizzles and where the entrance to the Club Xizzle can be found (the door appears). She won't, however, tell you the password.

THE 411

Players of *The Sims: Bustin' Out* who bought the slip of paper from the Cheat Ninja know that the password is "Bucket."

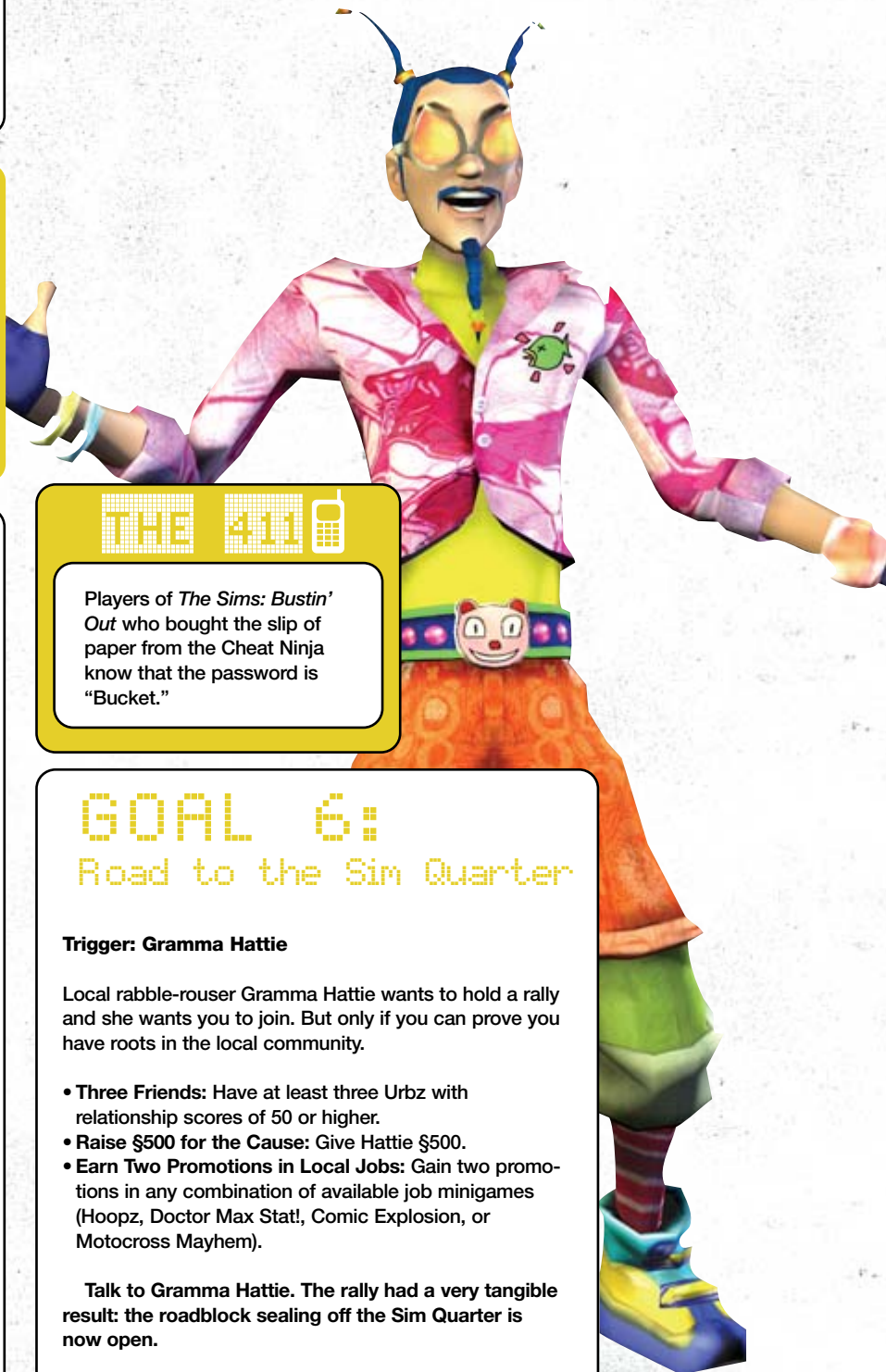
GOAL 6: Road to the Sim Quarter

Trigger: Gramma Hattie

Local rabble-rouser Gramma Hattie wants to hold a rally and she wants you to join. But only if you can prove you have roots in the local community.

- **Three Friends:** Have at least three Urbz with relationship scores of 50 or higher.
- **Raise \$500 for the Cause:** Give Hattie \$500.
- **Earn Two Promotions in Local Jobs:** Gain two promotions in any combination of available job minigames (Hoopz, Doctor Max Stat!, Comic Explosion, or Motocross Mayhem).

Talk to Gramma Hattie. The rally had a very tangible result: the roadblock sealing off the Sim Quarter is now open.



MISSION 3

VIVA LA SIM QUARTER

A whole new part of town is now open to you and, with some effort, so are three more job minigames.

GOAL 1:

Mission for the Mann

Trigger: Detective Dan D. Mann

Go undercover for Detective Dan in this cat-and-mouse game that sort of involves monkeys.



Look in the bushes near the museum for the first of three clues.

- **Moogoo Monkey:** Play one session of the Moogoo Monkey minigame in Olde Salty's riverboat. When you exit, Giuseppe engages you in conversation and unlocks the next action.
- **Follow the Bulletin Board Directions:** Go to the bulletin board in the newspaper office and check out the message: "Search the shrubbery near the Museum." Go to the museum in the Sim Quarter and look around the bushes. When the yellow arrow appears, press **A** to search and find a slip of paper, which reads: "The answers you seek lie beyond the grave." Go to the cemetery in the Sim Quarter, down the stairs, left at the end of the path, and search the leftmost of four tombstones to find a second scrap of paper. This one reads: "To have this note would be another Feather in his hat." Give the slip of paper to Berkeley Clodd. He gives you a mysterious briefcase to give to Giuseppe.
- **Give the Briefcase to Detective Dan:** Take the mysterious briefcase instead to Detective Dan. He gives it back to you, rigged, to deliver to Giuseppe.
- **Give the Briefcase to Giuseppe:** Find Giuseppe and give him the rigged briefcase.

In return, Giuseppe unlocks the Moogoo Monkey minigame.

GOAL 2:

Batten Down the Hatches

Trigger: Lily Gates



Make some money and upgrade your wheels before challenging Dusty to a one-on-one race.

The bumper boat ride is closed down unless you can get it up and running again. Time to reach out to the community's more mechanically minded citizens.

- **Earn Creativity 5:** Build creativity skill to 5.
- **Convince Ewan to Fix the Attraction:** Talk to Ewan and get your relationship score up to 50.
- **Challenge and Beat Dusty Hogg:** Talk to Dusty Hogg. Play the Motocross Mayhem game between 6 p.m. and 7 p.m. for a special one-on-one race against Dusty. You must beat him to complete the action. As a bonus, you get a shiny new motorcycle to drive around town.
- **Convince Polly to Visit the Attraction:** Locate Polly Nomial and talk to her. She agrees to visit.

Talk to Lily. The Yar Hey! Bombard minigame is unlocked.

THE 411

Hogg's bike isn't that fast but it won't crash and is immune to all dropped weapons. Consult section with the Motocross Mayhem minigame description for how to build a good racing bike, but don't waste your money on weapons for this race.

GOAL 3: None Shall Pass

Trigger: Gramma Hattie



Whoever Daddy Bigbucks sends to scare your Urb off, you're prepared if you know the right answers.

Gramma Hattie needs a guard for her secret meeting—someone either clever or strong. Become either and be ready to match wits or boasts with Daddy B's flunkies.

THE 411

Before entering the cemetery, take note of your current Rep title on the Popularity screen; you need to know it if you're facing Darius.

- **Earn Body 5 or Charisma 5:** Build either body or charisma to Level 5.
- **Meet Gramma Hattie at the Cemetery Between 11 p.m. and Midnight:** Report to the cemetery during the appointed hours with one of the required skill levels. Talk to Hattie and she assigns you your duty. Don't let anyone else in!
- **Guard the Cemetery for Four Hours:** The first infiltrator is Daddy Bigbucks, but he's easily turned away. Next come his chosen flunkies, although which you meet depends on whether your Urb is higher in body or charisma. If it's body, Darius approaches and tries to bully his way in. The correct responses are (1) "Sorry, but I'm not supposed to let anyone through"; (2) "I'm so strong I can deflect sunlight with my breath"; (3) "And I'm so tough people call me (your current Rep title)", and (4) "I'm so crazy Detective Dan kicked me out of jail." If it's charisma, Lily Gates arrives. The correct responses are: (1) "Yes! Abandon all hope, ye who enter here"; (2) "But code 23,48b makes exceptions for one-time jobs"; (3) "But this graveyard is *privately* owned by the people buried there", and (4) "But I *am* wearing a uniform. This is the new style."

Talk to Gramma Hattie and get your reward: her personal cookbook.

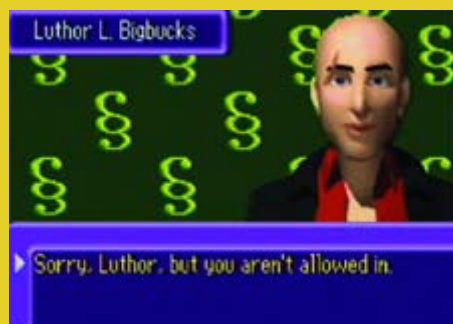
THE 411

Save before entering the cemetery so you can reload if you make a mistake. If you fail to keep the interloper out, you have to repeat the effort the next day.

GOAL 4: Get on the List

Trigger: Cannonball Coleman

Cannonball needs a ticket seller at his gig in the Sim Quarter but he confides that having members of a certain Rep group in the audience makes him lose his mojo. Keep them out by any means.



Work the stairs and turn away whomever Cannonball wants to keep out.

- **Earn Rep 2 with Your Group:** If you haven't already got two points in your Urb's current Rep group, earn them now.
- **Take Tickets at Club Zydeco:** Go to the Club Zydeco between 2 a.m. and 5 a.m. and sell tickets in the foyer. Of the six arrivals, two must be turned away. Unless your Urb is a Richie, they must exclude any Richies (Luthor Bigbucks,



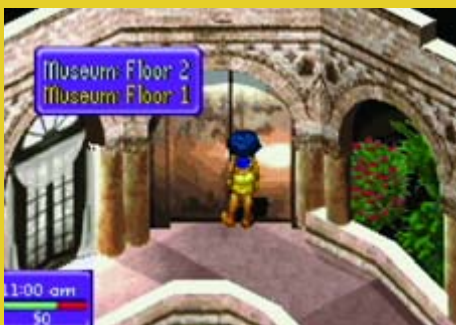
Lottie Cash, Lily Gates, Misty Waters). If your Urb <|>is<|> a Richie, they must exclude any Nerdies (Polly Nomial, Susie Pirnova, Maximillian Moore, Lincoln Broadsheet).

Talk to Cannonball. The mission is still complete if you failed to keep out the specified group, but your relationship with Cannonball drops by 10. If you were successful, Cannonball gives your Urb a fiddle of gold. Normally, this is a decorative object, but it gives double payout in the Soul Music minigame if you have it in your pocket.

GOAL 5: High Society

Trigger: Luthor L. Bigbucks III

Luthor wants to secretly get the museum back on its feet as a good place for the wealthy to hobnob. Revitalize the old Sim Quarter institution.

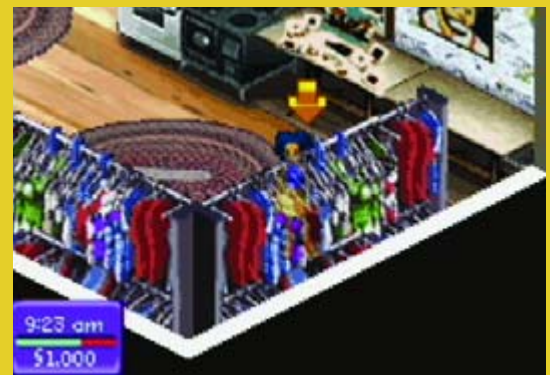


Most of the exhibits are found on the first level of the museum. Get to it via the elevator in the lobby.

- **Find a Curator:** Talk to Roxanna Moxie.
- **Purchase One Museum Exhibit:** Enter the museum and take the elevator to the first floor. Locate the exhibit that can be sponsored for only \$500 and make a donation.
- **Give \$300 to Roxanna for Travel Expenses:** Give Roxanna \$300 to transport the new curator to town.

Talk to Luthor.

GOAL 6: The Ballad of Pepper Pete



Rummage around in the Thrift Shop's racks to find a sailor's coat.

Trigger: Mambo Loa

Ruin Daddy Bigbucks's plans to take over Olde Salty's riverboat by becoming the only man crazy Salty trusts: his brother, Pepper Pete.

- **Find a Sailor's Coat:** Go to the Thrift Shop and talk to Phoebe. Search the clothes racks. When the yellow arrow appears, press **A** to find a Navy pea coat.
- **Find a Fake Beard:** Talk to Pritchard Locksley and inquire about a fake beard. He has any color you want... as long as it's white. The cost: \$300.
- **Find a Sailor's Cap:** Go to the Café Multiplaya in the Sim Quarter and access one of the computers. Go shopping online and purchase a naval officer's cap. It arrives in your Urb's primary residence (as a package) the next day.
- **Give Costume Items to Mambo Loa:** Once you've assembled all the costume parts, find Mambo Loa and talk to her. She uses the costume parts to turn you into Pepper Pete.
- **Talk to Olde Salty:** Hobble down to the riverboat and talk to Olde Salty. For your trouble, an enraged Daddy Bigbucks throws you into the river. You awaken in the bayou.

MISSION 4

THE BAYOU AND BEYOND

This mission demands you find a way out of the bayou and back to Miniopolis, but circumstances and the locals aren't going to make it easy. Once back in town, things don't get any simpler. A new law passed in your absence is sure to slow you down, and lands you in the clink if you're not careful. Play your cards right, however, and a new minigame and the final district (Glasstown) opens to you.

GOAL 1: The Greatest Fear

Trigger: Crawdad Clem

The bayou twins don't trust you one bit, even if you aren't a vampire, and won't help you until you prove yourself. Do whatever they ask, but don't expect it all to make sense.



The light stick is guarded by a man-eating plant near the middle of the bayou.

- **Prove to Clem You Aren't a Vampire:** Answer Clem's questions in the most un-vampiric way you can: (1) "Garlic ice cream"; (2) "Sunbathe on the beach", and (3) "a gnat." If you mistakenly answer wrong, your relationship with Clem plummets and he refuses to speak to you for a while; try again later.
- **Find the Dark Tree:** The Dark Tree is located on the far right edge of the bayou. Navigate your way past man-eating plants and over planks, past the big hickory stump to the opening in the Dark Tree. Don't go in without a light stick (see next action).
- **Find a Light:** Beyond one of the man-eating Plants is a light stick. Let the plant get hold of you and mash **A** and **B** to wriggle free. After the plant strikes and misses, claim the light stick and head to the Dark Tree.
- **Capture the Albino Alligator:** Enter the Dark Tree and locate Lloyd, the albino alligator. He's actually quite friendly and gives you half of a locket that belonged to the twins' mother, as a token to persuade them Lloyd is no threat. You need the other half, he warns, to convince them.

Talk to Boo.

GOAL 2: Fiddle with the Red Man

Trigger: Bayou Boo

Being you're still alive and all, Boo is not convinced that you faced the albino alligator. He assigns you another test of bravery.



The Red Man can be found at the large hickory stump near the Dark Tree.

- **Meet at the Hickory Stump at Midnight:** Be at the giant hickory stump (near the entrance to the Dark Tree) at midnight to meet and talk to the Red Man.
- **Fiddle the Red Man:** Play a round of Soul Music with the Red Man. This unlocks the Soul Music minigame. The Red Man gives you the other half of the twins' mother's locket.

Find and talk to Clem.

GOAL 3:

Bye Bye Bayou

Trigger: Crawdad Clem

There isn't much more you can do to prove your bravery, but fortunately you have something to show for it. Present it to the brothers and they have no choice but to guide you home.



In the lower left corner of the bayou, meet Boo, who shows you the way out after a bit of convincing.

- **Convince Clem to Show You Out:** Find Clem. He still doesn't believe your tall tale, until you give him the assembled locket as a gift (which he will return to you).
- **Meet Boo at the Mausoleum Entrance:** Find Boo in the southwest corner of the bayou at the entrance to the mausoleum. Present him with the locket and he reluctantly agrees to guide you to Miniopolis through the mausoleum.
- **Traverse the Mausoleum:** Stroll through the mausoleum. Boo, unfortunately, disappears as he stops to admire a grandfather clock. When you reach the other side, you emerge in the cemetery.

Talk to Gramma Hattie but *don't run!!* The way to Glasstown is now open and a passage between your current location and the rest of the cemetery is unlocked as well.

GOAL 4:

Running From the Law

Trigger: Detective Dan D. Mann

Bigbucks has targeted your sprinting ways with a law that makes sprinting illegal. Any time you run, there's a 10 percent chance of arrest, calculated every second (which costs you six hours or \$100). A little grass-roots action can undo the damage.



Gordie Puck is the student sleeping in the university classroom, but you need a popularity score of 40 before he stays awake long enough to hear you out.

- **Find Someone to Write a Letter:** Get yourself arrested for running. You find Gramma Hattie doing time too, and persuade her to write a letter to the governor.
- **Find a Messenger to Paradise Island:** Go to the university and talk to Gordie Puck, the student sleeping in the classroom. He agrees to use his fanboat to make the delivery to the governor on Paradise Island[EM]if you're popular enough.
- **Gain Popularity 40:** Boost your popularity to 40 or Gordie won't help. Shore up low relationship scores to bring up this citywide average.
- **Find a Map to Paradise Island:** Search Olde Salty's quarters on the top floor of the riverboat (climb the ladder from the first mate's cabin) to locate the map.
- **Take the Map to Gordie:** Give the map to Gordie and he takes off on his mission.

Talk to Detective Dan. The fanboat is now available from the dock in Glasstown for travel to the bayou, Paradise Island, the Sim Quarter dock, and Nutria Island.

GOAL 5:

Carnivale!

Trigger: Roxanna Moxie

With the barricades to Glasstown lowered, the carnival is reopened but lacking a bit in attractions. Help Roxanna boost the talent level.



Nutria Island is reachable only by fanboat. Once there, put one of those cute critters in your Urb's pocket.

- **Capture the Dancing Nutria:** Use the fanboat to get to tiny Nutria Island. Pocket one of the animals and return to the mainland.
- **Give the Dancing Nutria to Roxanna:** Give the Nutria to Roxanna as a gift.
- **Give \$5,000 to Roxanna Moxie:** Present Roxanna with \$5,000 for the carnival.
- **Find a Tightrope Walker:** Talk to Misty Waters. She agrees to be the new tightrope walker if you find her a date to a movie premiere. He must be a man of means; Misty has standards.
- **Find Misty Waters a Date:** Talk to Luthor Bigbucks and persuade him to accompany Misty. Go tell Misty about the arrangement.

Talk to Roxanna, who unlocks the carnival minigames.



GOAL 6:

The Bigbucks Players

Trigger: Theresa Bullhorn

When Theresa starts looking for suggestions, choose the satirical play option (though others might be more tempting and apt).



Any five decorative items will do, but the smaller they are the better.

- **Gain Popularity 50:** Up your average relationship score to 50 percent.
- **Convince Dusty Hogg to Perform:** Find Dusty Hogg and build relationship to 50 so he agrees to be in the play.
- **Convince Suzie Pirnova to Perform:** Find Suzie Pirnova and build relationship to 50 so she agrees to be in the play.
- **Decorate the Stage:** Place any five small decorative objects on the sides of the stage of the movie theater.
- **Attend the Play:** Enter the theater (or exit and re-enter it if you're already there) and you automatically talk to Theresa. The play begins.

Talk to Theresa.

MISSION 5

TIME AFTER TIME

This final mission unfolds sequentially after Goal 2 is completed. For simplicity's sake, do Goals 1 and 3 first, then 2 and 4-6.

In this mission you find more fame, rescue someone who helped you in the past, and finally scuttle Daddy Bigbucks's master plan.

GOAL 1:

Reality Show

Trigger: Rep Group King

Talk to your Urb's Rep group king. He or she explains about a new Paradise Island reality show.



The coconuts are hidden in the trees and foliage around the northern portion of Paradise Island.

- **Travel to Paradise Island:** Top off all your motives before departing, and empty your pockets by selling or storing items at home. Ride the fanboat to the dock on the northern portion of Paradise Island.
- **Play the Trivia Contest:** Talk to Prichard, the show's host. Search the island for four numbered coconuts hidden in the bushes and trees. When you find each, give it to Prichard, who asks you a trivia question. The more you get right, the more money you win (but it has no effect on whether the action is successfully complete). The answers are: (1) Red, (2) Urbania, (3) Dusty Hogg, (4) Carnival.
- **Insult the Other Contestants:** Interact with all the other contestants to damage your relationships to the point where they all refuse to speak to you. Consult big table in the social interactions/rep chapter for the most individually damaging interactions. The more contestants you tick off, the more money you win (\$10,000 each). If time expires or you experience a motive failure, you lose the reality show (though you still keep the trivia money) and complete the goal.

Whether you win the contest or not, the action and the goal are complete after you talk to Prichard.

GOAL 2:

Back to the Drawing Board

Trigger: Luthor L. Bigbucks III

Luthor thinks his father's up to something. Use some charm and superior intelligence (and bit of breaking and entering) to shake loose the truth.



The blueprints are to the left of the ladder in the secret lab but you can only pick them up if your Urb has logic at Level 6.

- **Convince Polly to Talk:** Find Polly and raise relationship to 70. She spills the beans.
- **Find the Secret Lab:** Go to the executive office level of King Tower between 3 a.m. and 4 a.m. and activate the secret switch in the bookshelf in the upper right corner. The door opens in the floor. If you try outside these hours, you go directly to jail.
- **Find the Correct Document:** Before going to the secret switch, build logic to 6. With all this brainpower, you're able to find the blueprints in the lab, on a table next to the ladder.
- **Return the Blueprints to Luthor:** Give the blueprints to Luthor.
After you give the blueprints to Luthor, the goal is complete.

GOAL 3:

Interview with a Cajun Vampire

Trigger: Crawdad Clem

Well, you did lead Boo into the mausoleum and assure him vampires weren't real, so it is technically your fault he's a vampire. Do your duty and restore him to his former, um, glory.



Unchain Boo by fiddling with the lock along the wall to his left if, that is, you have enough mechanical skill to crack it open.

- **Find Bayou Boo:** Enter the mausoleum to find Boo turned into a vampire and chained to the wall.
- **Free Bayou Boo:** Develop your mechanical skill to 7 and you may pick the lock on the chain that holds Boo (the padlock is to his left).
- **Find a Cure for Vampirism:** Talk to Mambo Loa, who provides the secret to curing vampirism.
- **Feed Boo Chocolate:** Buy ingredients for either a chocolate decadence (chocolate, chocolate, flour) or giant chocolate bunny (chocolate, chocolate, chocolate) mix. Prepare the mix in a mixer and bake it in an oven. The chances of success are increased if your cooking skill is high. Take the successful product to Boo in the mausoleum and give it to him.

GOAL 4:

Captured!

Trigger: Goal 2 complete and Heidi Shadows (Cheat Ninja)



Heidi's in the far corner of the carnival, ready for you.

Approach Heidi Shadows, the Cheat Ninja, in the upper left corner of the carnival. She has a bit of a surprise.

- **Befriend Harlan King:** Raise your relationship with your fellow prisoner to 30.
- **Escape the Cell:** Daddy Bigbucks takes off in his Time Machine, but it causes such an explosion that your cell is blown open.

GOAL 5:

Atlantis Premiere Party

Trigger: Crystal (if your Urb is male) or Maximillian Moore (if your Urb is female)

Life seems to be back to normal in Miniopolis, but with considerably less evil laughter and fewer nefarious schemes. Time to return to the simple life of helping others and preparing for a big entertainment event.



All black means all black. Shoes too. If any part isn't black, Darius turns your Urb away.

- **Find a Premiere Ticket:** Talk to Lily Gates; she has a pair of tickets she's not using. They cost you \$1,000.
- **Impress Lilly:** Lilly's not sure about you; improve relationship and overall popularity to 70 and she hands over the tickets.
- **Dress All in Black:** Use a dresser in your Urb's home or go to the Thrift Shop and access The Threads via the store's clothing rack. Change all clothing items (shoes, too) to black.
- **Attend the Premiere:** Talk to your date and head to the Cinema d'Urbania. Talk to Darius (who's working the door) to get in. The party's in full swing until ol' Daddy B literally pops in. Looks like your city needs you again.

GOAL 6:

Back in Time

Trigger: Harlan King

Leave the theater and Harlan King engages you in conversation. Time for the final endgame, where you can spoil Daddy Bigbucks's evil scheme once and for all.

- **Find an Inventor:** Locate Suzie Pirnova; she can make the Time Machine.
- **Give Suzie 10 Nuclear Fuel Rods:** Collect 10 nuclear fuel rods (see Section 16 for locations) and go back to talk to Suzie again.
- **Find a Contractor:** Talk to Ewan Watahnee and give him \$10,000 for materials. Put the Time Machine in your pocket.
- **Find the Correct Date:** Talk to Giuseppi and get the date to which Daddy Bigbucks traveled: Dec. 31, 1870. This date won't appear on the Time Machine until you've extracted this information from Giuseppi.
- **Use the Time Machine from the Highest Point:** Go to the roof of King Tower and place the Time Machine in the middle of the platform. Select Dec. 31, 1870, and go back in time. Walk along the path and talk to Ephram Earl (in living form) and you automatically return to the present.



The Time Machine goes in the center of the roof of King Tower.

When you return, you find all is well. The city is saved, Daddy is hip-deep in his comeuppance, and you are hailed as a hero. You can now go about conquering the city yourself, pursuing whatever other goals suit you. Collect objects, make more money, or charm your way to the top of all four Rep groups. Miniopolis is your oyster. Happy shucking!



Check back with the Time Machine. It has other interesting times to visit, one of which was unlocked only when you completed Mission 5.

REP GROUP MISSIONS

Rep group missions are granted when your Urb amasses a certain number of Rep points with each group (3 for your own group and 5 for any other) and talks to the Rep group's king. These missions can be done anytime and can be completed after the central five missions. Once assigned, these missions are never lost.

You must complete Rep group missions to get to the top of each group (they're worth 2 Rep points).



STREETIES

Trigger: Darius

- **Seriously Annoy Daddy Bigbucks:** Reduce relationship with Daddy Bigbucks to -50.
- **Convince Someone to Join the Streeties:** Get Ewan to join up with the group by getting your relationship with him to 75.
- **Get the Highest Promotion in Basketball:** Reach Level 5 in the Hoopz minigame.



NERDIES

Trigger: Polly Nomial



Bog frogs are hard to find, so start collecting them early.

- **Get a best promotion in Dr. Max Stat! Minigame:** Reach Level 5 in the Dr. Max Stat! minigame.
- **Create a Petrified Wood Chess Piece:** Locate a piece of petrified wood and carve it into a chess piece. See Section 16 for where to find the wood and details on woodcarving.
- **Sell 15 Giant Bog Frogs to the Deputy:** Find 15 three-eyed bog frogs and sell them to the recycling deputy in the jail. See Section 16 for where to find the frogs.



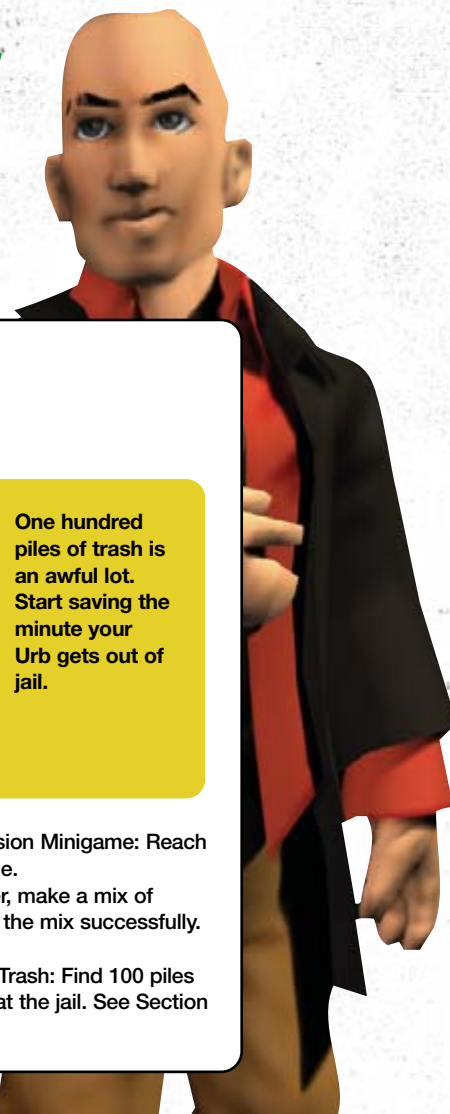
ARTSIES

Trigger: Roxanna Moxie



One hundred piles of trash is an awful lot. Start saving the minute your Urb gets out of jail.

- **Get the Best Promotion in Comic Explosion Minigame:** Reach Level 5 in the Comic Explosion minigame.
- **Bake Strawberry Tiramisu:** Using a mixer, make a mix of strawberries, flour, and vanilla and bake the mix successfully. For details on baking, see Section 16.
- **Clean Up the City! Recycle 100 Piles of Trash:** Find 100 piles of trash and turn them in to the deputy at the jail. See Section 16 for trash pile locations.



RICHIES

Trigger: Luthor L. Bigbucks III

- **Get the Best Promotion in Moogoo Monkey Minigame:** Reach Level 5 in the Moogoo Monkey minigame.
- **Own \$30,000 of Items:** Fill your Urb's home with objects worth more than \$30,000. Once the action is complete, you may sell items back to the store.
- **Have \$10,000 in Cash:** Amass \$10,000. Once the action is complete, the total can drop below \$10,000.

CHEATS

AND

SECRETS

The Urbz™ Sims in the City™ is chock full of secrets and cheats. Some, however, come at a price.

CHEATS



Heidi Shadows, the Cheat Ninja, can be found in several places but only for a short time in each.

All cheats are purchased from the Cheat Ninja, Heidi Shadows. She only appears in certain places at certain times, and for a total of only five hours a day. All but one of the locations can be reached only once you're well into Mission 4. The only one reachable before that (beginning of mission) can be unlocked only by establishing a GBA link to another GBA.

HEIDI'S SCHEDULE IS:

1 a.m.-2 a.m.

Use the Time Machine to travel to Nov. 29, 1984. This destination is available only after finishing Level 5.

2 a.m.-3 a.m.

Carnival

4 a.m.-5 a.m.

Paradise Island

6 a.m.-7 a.m.

Secret tunnel between the jail and the Dark Tree.

10 a.m.-11 a.m.

Moonbase Zeta

Heidi is a self-contained shop for purchasing all cheats:

CHEAT SHOP INVENTORY

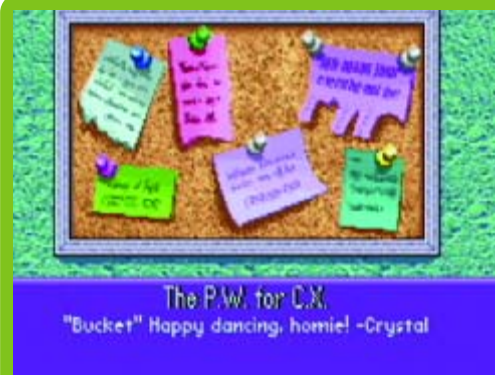
Rosebud	\$100	\$2,222 in cash
Silver-Tongue Berry Smoothie	\$999	1 charisma point
Gourmet Berry Smoothie	\$999	1 cooking point
Clock Berry Smoothie	\$999	1 mechanical point
Buff Berry Smoothie	\$999	1 body point
Mind Berry Smoothie	\$999	1 logic point
Da Vinci Berry Smoothie	\$999	1 creative point
Slip of Paper	\$999	Password for Club Xizzle and recipe for strawberry tiramisu.



Heidi's inventory consists mainly of smoothies that, if consumed, grant a specific benefit.

Rosebud and the smoothies must be consumed (they go into your pockets, and you must press to activate them). A purchased item does not reappear in Heidi's inventory until the next day.

CLUB XIZZLE



The Club Xizzle password is available in several ways.

The password for entry to Club Xizzle is "Bucket."

MOONBASE ZETA



Once your first GBA link is done, the phone booth in the Sim Quarter changes.

The phone booth in the Sim Quarter is just an ordinary phone booth—until you make your first successful GBA Link connection to another GBA. From that point on, the phone booth changes.

THE 411

Save your game after making the connection to preserve access to Moonbase Zeta for Urbz you create in the future.

The only available interaction with it is "Phone Home." This teleports your Urb directly to the secret location: Moonbase Zeta. In this secret site is an additional storage/living space and the Moon Store, which sells several exclusive items: a chair, a cheese machine, a bed, and a rare pet (the pot-bellied moon swine).



Moonbase Zeta contains a few motive facilities and a store (the robot) with exclusive items.

A phone booth at the base transports your Urb back to the Sim Quarter.

Three other living spaces are unlocked in different ways:

- **Genie Bottle:** Unlocking and acquiring the Artsie Xizzle brings this item in the mail. Press **ⓐ** to enter it from anywhere.
- **Moon Hut:** See "Moonbase Zeta," above.
- **Clubhouses:** Unlock each of the four clubhouses by joining and reaching Level 10 in each Rep group.

SECRET PASSAGE



The secret passage behind the Misty Waters poster is the fastest way to and from the bayou.

There's a secret tunnel from the jail to the Dark Tree in the bayou. Detective Dan reveals it, but only after you've completed Mission 4, Goal 3, and raised your relationship score with Dan to 100.

The passage is hidden behind the poster of Misty Waters on the top wall of the jail.

STORAGE AREAS

These secondary living spaces (discussed in Section 12) are unlocked only after you have reached a relationship score of 100 with certain Urbz. When this level is reached, they tell you about the place in conversation (a bit obliquely).



Storage spaces can be furnished with motive-feeding objects for quick fill-ups when away from home.

- **School Bus (Giuseppi Mezzoalto):** Near the Thrift Shop
- **Lost Cave (Ewan Watahmee):** Near the Yar Hey! Bombard minigame.
- **Garbage Can (Phoebe Twiddle):** Near the Glasstown entrance to the Club Xizzle.
- **Projection Booth (Theresa Bullhorn):** Door behind the snack counter at Cinema d'Urbania.

SECRET TIME MACHINE DESTINATIONS

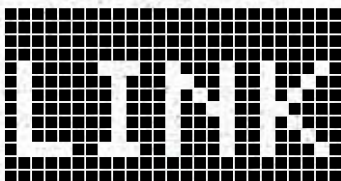
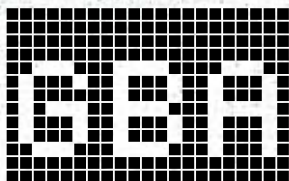


Go to the right destination to finish the game, but check out all the wrong times too. Some hold valuable hidden objects.

Several "wrong" locations are available via the Time Machine. One unlocks only after Mission 5, Goal 6, is complete.

1,000,000 B.C.:
3978 A.D.:
Dec. 2, 2003:
Nov. 29, 1984:

Dinosaurs. Not explorable.
Darn you, darn you all to heck!!! Not explorable.
Hayseed's farm. Who's the new guy?
If you're younger than 30, you may not understand.

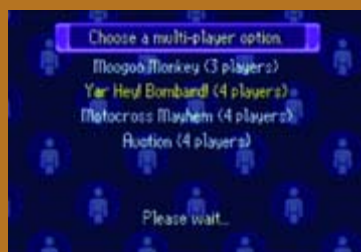


LINKING MULTIPLE GBA'S



Each player must log in from a café computer (it doesn't matter which café).

Go to either the Café Multiplaya (Sim Quarter) or the Coffee Shop (Glasstown) and interact with any of the computers. Select "Establish GBA Link." From the menu, the first player to make the GBA connection selects what they'd like to do next: play any of the three games (and at which skill level) or conduct an auction.



Once all players are logged in, the first player confirms and decides what happens next.

MOONBASE ZETA

As noted in the previous section, the first time you make a successful GBA Link connection, you unlock a hidden area. Moonbase Zeta can be reached by using a specially altered phone booth in the Sim Quarter.



After the initial GBA connection, the Sim Quarter phone booth changes to this. You can't call friends, but you can "Phone Home."

Save your game after making this connection and the phone booth can be opened in your saved game and any subsequently created games.

MULTIPLAYER MINIGAMES

Three of the job minigames can also be played against other real-life players via GBA Link (up to four players total).

MOTORCROSS MAYHEM
MOOGOO MONKEY
YAR HEY! BOMBARD



All players use default (not Rep group) boats in multiplayer Yar Hey! Bombard.

Playing against other players is more than exciting; it's also the only way to unlock some Xizzles. After every multiplayer game, the winner unlocks a Xizzle that he or she doesn't possess, randomly selected from one of the defeated players. The winner then can go to Club Xizzle and, if he or she has enough beads, acquire that newly unlocked Xizzle. If none of the losers has any Xizzles that the winner doesn't have, no extra Xizzles are unlocked.

THE 411

Losing players don't lose the rights to the awarded Xizzles. Winning merely expands the number of Xizzles that the winner can potentially purchase.

The winner of the game also gets a monetary award. Money won in multiplayer games becomes part of your Urb's wealth. However, no promotions are issued as a result of these matches.

AUCTIONS

Starting a GBA Link auction takes you to your Pockets screen.

Any player can select an item for auction; the first object selected by any player is the object on the auction block. The player the object belongs to serves as auctioneer.

THE 411

The buyer's Pockets screen must show an empty slot or the auction won't begin.

The auctioneer starts the auction by pressing **A**. On the auctioneer's screen, a horizontal line represents the asking price of the object; this can be raised or lowered with the D-pad.



The auctioneer chooses the item and sets a minimum price by moving the line up or down. The bidders raise and lower their bid.

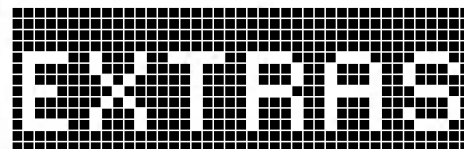
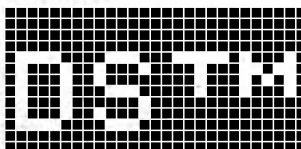
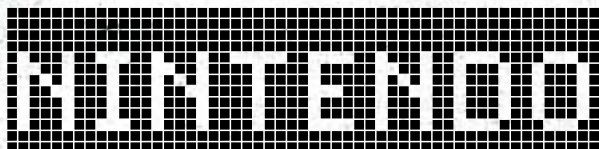


Other players raise and lower their bids by pressing up and down on the D-pad. The player with the highest bid at the end of the allotted time wins. If there is only one buyer in the auction, the item is sold as soon as the bid reaches the asking price. In a tie, the winner is selected at random.

THE 411

To trade an item at no cost, lower the asking price to 0 simoleons.

At the end of the auction, the auctioneer must press **A** to transfer all funds and objects. Players may continue holding auctions as long as they like. No time passes in the game, and no motives decay in this mode.



The Urbz™: Sims in the City™ is one of the first games released for the Nintendo DS and it's chock-full of extra content to enlarge and extend your game.

This section lays out the differences and how to get to them.

WHAT'S NEW? NEW OBJECTS

The DS version of the game includes:

- Six New Xizzles
- New City Area (Splicer Island)
- Sixth Mission
- New Objects
- New Decorations
- PDA for tracking your Urb's information
- Create-a-Pet Minigame
- Touch Screen Functionality
- Slightly Altered Version of Mission 3, Goal 2

DS players see several new objects for their amusement and use.

USEABLE OBJECTS

- | | |
|---------------------------------------|------------------------|
| • Director's Chair | • Trampoline |
| • Virtual Hogg Motorcycle Repair Ride | • High-Heel Shoe Chair |
| • Racecar Bed | • Snowcone Machine |
| • Popcorn Maker | • Makeup Table |
| • Robot Pet | • Laser Cage |
| • World's Largest Teddy Bear | • Taxidermy Alien |

DECORATIVE OBJECTS

- | | |
|---------------------------|--------------------------------|
| • African Tribal Mask | • Golden Unicorn Horn |
| • Bonsai Tree | • Golden Dodo Feather |
| • Golden Dawg House | • Golden Velocirooster Claw |
| • Golden Triceratops Egg | • Golden Gorilla Banana |
| • Golden Simosaurus Tooth | • Golden Dragon Wingsawg House |
| • Golden Jackalope Antler | |

HOUSEWARMING OBJECTS

- | | |
|------------------------------------|--|
| • Go Board (Futo Maki) | • Amber Coat Rack (Gary Geezer) |
| • Punk T-shirt (Busta Cruz) | • Prehistoric Ficus (Dr. Keyes) |
| • Megalodon Tooth (Sharona Faster) | • Petrified Dino's Egg (Cynthia Braintrust)awg House |

NEW XIZZLES

Your Urb may unlock and acquire four of the six new Xizzles by virtue of Rep in his or her own Rep group (by reaching Level 6) and one of the other two by virtue of your sex.

- **Off the Grid:** Reach Level 6 in Nerdies. Bills reduced by 75 percent.
- **Quick as a Flash:** Reach Level 6 in Streeties. Running speed increased by 10 percent.
- **Night Owl:** Reach Level 6 in Arties. Energy decays 50 percent more slowly at night.
- **Genial Behavior:** Reach Level 6 in Richies. Any time your Urb passes out, there's a 75 percent chance the genie immediately brings you back to life rather than pointing and laughing and sending you to the hospital.
- **Sale Siren:** Available immediately for female Urbz. 20 percent off purchase price in all stores.
- **Sk8r Boy:** Available immediately for male Urbz. Graviboard speed increased by 10 percent.

The DS game's revised version of Mission 3 Goal 2 earns your Urb 5 of these Xizzles (it is impossible to get all six, since one is dependent upon your Urb's gender.) In the DS version, Mission 3 Goal 2 is still triggered by Lily Gates, but it concerns reopening the Xizzle factory rather than the bumper boat attraction. All actions are essentially the same, though worded differently from the walkthroughs above, and the goal is still completed by talking to Lily. After completing the goal and talking to Lily, these 5 new Xizzles will be enabled for purchase in the world.

THE 411

Jack I. Deal gives a random decorative object.

ERRAND OBJECTS

- Sushi-To-Go-Box (Futo Maki)
- "Purple Gnome" DVD Box Set (Busta Cruz)
- Stylish Shawl (Sharona Faster)
- Spare Key to Splicer Isle Labs (Dr. Mauricio Keyes)
- A DNA Sample of Jack I. Deal (Cynthia Braintrust)
- Joke Can of "Peanuts" (Jack I. Deal)
- Reel of Film (Gary Geezer)

NEW URBZ

The Splicer Island mission brings out several new characters. All new Urbz are independents.



FUTO
MAKI

SHARONA
FASTER

JACK I.
DEAL

MOKEY/DR.
MAURICIO
KEYES



BUSTA
CRUZ

CYNTHIA
BRAINTRUST

GARY
GEEZER

TOUCH SCREEN FEATURES

Your DS's handy Touch Screen serves several functions throughout the game. Look for it in:

- **Create-An-Urb**
- **During Conversations:** Select topic with a touch.
- **General Gameplay:** It serves as a PDA, giving easy access to inventory, popularity, and goals screens.
- **Minigames:** DS-exclusive minigames use the Touch Screen.

PDA

The new PDA provides several useful functions, including:



Check out goals and other menus while still in the game.

- **Pet Status:** View relationships with all created pets.
- **Real-Time Map:** See your surroundings and position in the world simultaneously.
- **Goal, Popularity, and Inventory:** View these menus without leaving the game.



The PDA's dual-screen map gives you a direct, bird's-eye view of your Urb's location.

NEW LOCATION: SPLICER ISLAND

Splicer Island, offshore from Miniopolis, is unlocked by completing the early goals in the new Splicer Island mission. It features:

- **Smoothie Shop:** Scratch-off lottery tickets.
- **Entertainment Center:** Location for pet shows
- **Splicer Lab:** Create-A-Pet minigame
- **Sushi Bar:** Houses Sushi minigame.
- **Zoo:** Home for all created pets
- **Isle Cabana:** Living Space

THE 411

You may be required to achieve further goals before many of these facilities become available.

NEW MISSION: SPLICER ISLE

This mission can be unlocked and started any time after you leave King Tower and get out of jail. It can be done at any pace you like, even after the core five missions are complete.

GOAL 1: YOU'RE MY ONLY HOPE

Trigger: Harlan King

(via television message in Mission 1)

- Find the Plans to Splicer Isle: Search the Dumpster near the university.
- Uncover Details of Splicer Isle: Talk to Mokey and give him a food item.
- Talk to Sharona Faster: Sharona hangs out on the riverboat dock (this area is unlocked in Mission 3).
- Give Sharona \$500 for the Water Taxi: Give Sharona \$500.

Give Sharona the simoleons and return to the docks at 8 a.m. to ride over in her water taxi.

GOAL 2: LAND HO!

Trigger: Futo Maki

Travel to the island to find the abandoned construction worker, Futo Maki.

- Give the Plans to Futo Maki: Give the plans as a gift to Futo Maki.
- Pick the Lock on the Gate: Gain mechanical skill of 4 and pick the lock.
- Donate \$5,000 to Start Construction: Earn \$5,000 and give it to Futo Maki.
- Find Some Helpers: Build a pet relationship with a monkey to 50.

Talk to Futo Maki and wait for construction to end. It takes 14 game days to finish construction. When the time is up, the gate opens. You receive a phone call when the renovations are complete. Until then, it's inaccessible.

GOAL 3: THE BOYS ARE BACK IN TOWN

Trigger: Futo Maki

- Find a Smoothie Operator: Build relationship with Jack I. Deal up to 40.
- Find an Entertainment Manager: Build relationship with Busta Cruz to 40.
- Find the Long-Lost Dr. Mauricio Keyes: Build relationship with Mokey up to 40.
- Get Mokey a Shower: After you reluctantly offer Mokey your home to shower he decides to clean up at the jail. Go to the jail to see this process in action.

Return to the island and find all the new hires hard at work.

GOAL 4: IT'S ALIVE!

Trigger: Dr. Keyes

- Find Some Amber: Search Miniopolis for one piece of amber. You can find it throughout Sim Quarter and Urbania.
- Create-a-Pet: Successfully make a pet with the Amber Extraction and Gene Splicing minigames. Your pet appears in the Splicer Isle zoo area.

Your new pet appears in the Splicer Isle zoo area.

GOAL 5: DOG & DINOSAUR SHOW?

Trigger: Busta Cruz

- Persuade Three People to Join the Pet Show: Talk to Cynthia Braintrust, Gary Geezer, and Dr. Maximilian Moore.
- Train a Pet: Build a pet relationship to 50.
- Win a Pet Show: Successfully play the Pet Show minigame.

GOAL 6: WINKY WEEBUCKS

Trigger: Cynthia Braintrust

After Mission 5 of the core game is completed, things get a bit weird. You receive a desperate message from Cynthia Braintrust. Through a curious series of events, you end up playing the rest of the goals with one of your Urb's pets rather than with your imprisoned Urb.

- Investigate the Lab: Go to the Splicer Isle lab.
- Find Winky Weebucks: Talk to Olde Salty.
- Find Someone to Stop Winky Weebucks: Talk to the parrot in Olde Salty's office.
- Give a Sail to the Parrot: Go to Splicer Island and pocket the giant flag. Return to the parrot and give him the flag.
- Distract Winky Weebucks: Talk to Winky and insult your way to a -50 relationship. Be careful not to get the silent treatment; disengage from the conversation every two to three interactions and re-engage to continue.

MINIGAMES

Several minigames in the new DS version use the Touch Screen feature.

THE 411

The DS version also omits one of the game's standard minigames: Yar Hey! Bombard.

STREET ARTIST

Located in the Sim Quarter, the street artist permits you to paint a customized work of art for your Urb. Be sure you have an open spot in your Urb's inventory and ask the street artist if you may paint something.



Paintings can be given as gifts to other Urbz to increase relationship or may be displayed in your Urb's dwelling.



G-DISC

This carnival game is found in Splicer Island's entertainment center. The cost to play is \$10, and payout can range from \$1 to \$5 a disc.



SUSHI SENSEI (JOB)

Found in the Sushi Shop on Splicer Island, the Sushi Sensei job provides another way to make money. This one, however, uses the DS's Touch Screen.

SUSHI SENSEI PROMOTION REQUIREMENTS

1. Shrimp	None	\$75	\$5
2. Flounder	Cooking 1	\$150	\$8
3. Blowfish	Cooking 4	\$300	\$13
4. Red Snapper	Cooking 7	\$600	\$21
5. Wasabi Hot!	Cooking 9	\$900	\$30

LOTTERY TICKETS



Lottery tickets can bring quick money if you're lucky.

Bought from the Smoothie Shop on Splicer Island, lottery tickets provide an alternative (but risky) way to make money. Use the Touch Screen to scratch the lottery ticket to see if you won.

The more a ticket costs, the bigger the possible payout:

- \$10: Pays \$0, \$20, \$50, or \$100
- \$50: Pays \$0, \$100, \$250, or \$500
- \$100: Pays \$0, \$200, \$500, or \$1,000

PET CREATION

The lab on Splicer Island allows you to create a variety of custom pets that can be used in the Pet Show minigame.

Possible pets include:

- Dodo
- Giant Konk Gorilla
- Jackalope
- New World Dragon
- Simosaurus Rex
- Triceratops
- Unicorn
- Velocirooster



Oh, the pets you'll make.

Each pet comes in a variety of colors and in common, uncommon, and ultra-rare versions. Which variety you get depends on how well you play the Create-a-Pet minigame (see below).

Each variety of a pet breed looks different and possesses extra high-scoring tricks for the pet show game.

There are several steps to creating pets: finding amber, amber extraction and RNA splicing.

FINDING AMBER

Amber is a found object discovered by searching in bushes and other hiding places.

AMBER EXTRACTION

Amber Extraction and RNA Splicer are accessed from the basement of the Secret Lab on Splicer Island. As lasers are fired at pieces of amber on the top screen, trace each line with your finger on the bottom screen before the line disappears. Inaccurate tracings result in damage to the DNA.



Check the top screen, too, to see which laser is to fire next; it flashes briefly before ignition. The warning time of these flashes grows shorter as difficulty increases.

Score is based on the number of accurate traces and determines whether the DNA you extract is common, uncommon, or ultra rare, or will be completely destroyed:

- For each trace, points are awarded accordingly:
- 100 points for 75%-100% completion
- 50 points for 35%-75% completion
- -50 points for 0%-35% completion

The final score determines the quality of your DNA sample as follows:

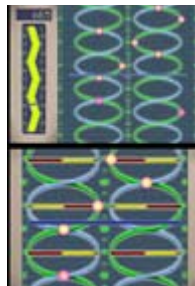
- Final score 800-1,000: Rare DNA
- Final score 600-799: Uncommon DNA
- Final score 0-599: Common DNA
- Final score -500-0: DNA destroyed

Once the score is computed, you'll receive feedback about the quality of your DNA sample – and if you were successful, the DNA is automatically transferred to the RNA splicer.

Successful DNA strands are automatically transferred to the RNA splicer.

RNA SPLICING

As the genes fall across the screen, put them in their proper position on the double helix.



If the process is successful, you'll be presented with your pet and given the opportunity to name it. Once it is named, you can visit it in the Splicer Island Zoo.

PET ATTRIBUTES

Every breed of pet has three attributes common to all of its varieties. Rarity of the pet has no impact on these attributes:

- **Mood:** Your Urb's relationship with the pet. Every pet has a range within which this relationship begins.
- **Mood Degradation:** The number of points the relationship drops each day.
- **Smarts:** Set within the range for the breed of pet at the animal's birth. It controls the odds of getting a bonus trick card when they win a pet show. See below.

PET BREED ATTRIBUTES

Velocirooster	Foul (-25-0)	Ornery (1-3 a day)	Average (30%-50%)
Jackalopec	Foul (-25-0)	Angry (1-5 a day)	High (40%-65%)
Simosaurus Rex	Foul (-25-0)	Grumpy (1-3 a day)	Low (5%-35%)
Unicorn	Nice (10-25)	Average (1-2 a day)	High (40%-65%)
Giant Konk	Nice (10-25)	Ornery (1-4 a day)	Average (40%-50%)
Gorilla			
Triceratops	Average (-10-10)	Average (1-2 a day)	Low (5%-35%)
New World Dragon	Average (-10-10)	Grumpy (1-3 a day)	Average (30%-50%)
Dodo	Nice (10-25)	Average (1-2 a day)	Low (5%-35%)

PET INTERACTIONS

The interaction menu for pets offers several options:

- **Name Pet:** Customize the pet's name.
- **Interact:** See below.
- **Follow:** Pet follows the player anywhere (one pet at a time). If pet's mood is low, it may stop and need to be scolded. It may even wander off and disappear for a few days.

The following interactions are available with a pet. In reaction, the pet's relationship (mood) increases or reduces appropriately.

- Baby Talk
- Hug
- Kiss
- Pet
- Play
- Pull Tail
- Rubdown
- Scold
- Scratch
- Tease

THE ZOO

You may keep up to 24 pets in the zoo, but only three of each breed (regardless of rarity). To replace a member of a breed, you must set one free (it doesn't return).

THE PET SHOW

The object of the pet shows is to have the first pet to amass 100 points.

The pet show is essentially an elaborate card game in which each pet has its deck. Every deck has:

- **5 each Sad/Tired/Hungry Cards:** Played on other pets, these render them unable to do a trick until their owner plays a counteracting card (Happy/Energy/Food, respectively).
- **5 each Happy/Energy/Food Cards:** Played on your pet, these override a Sad/Tired/Hungry card and free your pet to do tricks.
- **30 Common Trick Cards:** As long as your pet doesn't have a Sad/Tired/Hungry card, play trick cards to earn points. There are 10 cards for each of the pet's three common tricks (which vary in point value).
- **1 Unique Trick Card:** Every pet type has a unique trick that scores plenty of points if played. There is only one in the deck.
- **5 Mood Cards:** The pet's mood at the outset of the game dictates which mood cards it receives. These cards are played like tricks.



The mood of your pet at the start of the game dictates which mood cards it gets:

- Relationship: Foul mood (0 points)
- Relationship 0-49: Neutral mood (no card)
- Relationship 50-74: Good mood (+10 points)
- Relationship 75-99: Great mood (+15 points)
- Relationship 100: Super mood (+20 points)

Thus, you're more likely to win if the relationship between you and your pet is high.

Extra tricks are added to a deck for pets of uncommon and ultra-rare varieties. These tricks score higher, giving rarer pets an advantage in pet shows.

- **5 Uncommon Tricks:** If the pet is an uncommon variety, five cards for one of its uncommon tricks, randomly chosen, are added to the deck.
- **2 Ultra-Rare Tricks:** If the pet is an ultra-rare variety, two cards for its ultra-rare trick are added to the deck.

THE 411

If the pet has won a pet show before, it has one additional card: the bonus trick. This card, played on your Urb's pet, reduces the score of one other pet of your choosing. It can even be played when your pet has a Hungry/Tired/Sad card showing. Which bonus trick card, if any, your pet earns after a first-place finish is random but is based on its Smarts score.

PET TRICKS

Velocirooster 33/22/20

Jackalope 34/23/30

Simosaurus Rex 35/21/20

Unicorn 47/15/15

Giant Konk Gorilla 25/30/25

Triceratops 37/20/20

New World Dragon 42/12/25

Dodo 25/23/20

Crazy! (Makes pet immune to Tired cards)

Super-Speedy (Discards all cards and draws new ones)

Just Ate! (Makes pet immune to Hungry cards)

Horn Trick (Cancels out any Sad/Tired/Hungry card)

Kooky Dance (+30 points)

Ground Pound (Subtracts 10 points from all opponents)

Hover (+15 points and lets another card play)

Smiley, (Makes pet immune

Smile (+3), Cute Face (+5), Jump (+10), Dance (+15)

Cute Face (+5), Play Dead (+7), Jump (+10), Giggle (+12)

Smile (+3), Play Dead (+7), Jump (+10), Dance (+15)

Salute (+10), Jump (+10), Giggle (+12), Dance (+15)

Smile (+3), Cute Face (+5), Play Dead (+7), Salute (+10)

Cute Face (+5), Play Dead (+7), Jump (+10), Dance (+15)

Cute Face (+5), Jump (+10), giggle (+12), Dance (+15)

Smile (+3), Cute Face (+5),

Flap (+12), Squawk (+10)

Flip (+15), Bounce (+8)

Big Smile (+13), Head Bob (+8)

Gallop (+7), Twirl (+8)

Juggle (+20), Wacky Dance (+10)

Run in Place (+10), Tail Wag (+10)

Gallop (+7), Bounce (+5)

Big Smile (+13),

Crazy Flap (+20)

Magick! (+30)

Roar (+20)

Prance (+15)

Chest Pound (+25)

Puff Up (+20)

Breathe Fire (+25)

Puff Up (+20)

PLAYING THE GAME

You begin with five cards from your pet's deck. You may either play a card or throw away a card and replace it from your pet's deck.

On each play-a-card turn, either play a trick card or a Happy/Food/Energy card by touching it on the Touch Screen, or a Sad/Hungry/Tired card by touching it and then selecting which pet to play it on.

Trick cards earn points. If a Sad/Hungry/Tired card has been

played on your pet, you must counteract it with the appropriate card before you may play another trick. If you don't have any counter-acting cards, you must discard one card from your hand and wait until the next turn.

The first pet to reach 100 points wins. Prize money payouts are your pet's score multiplied by:

- **First Place:** \$10
- **Second Place:** \$5
- **Third Place:** \$2
- **Last Place:** \$1